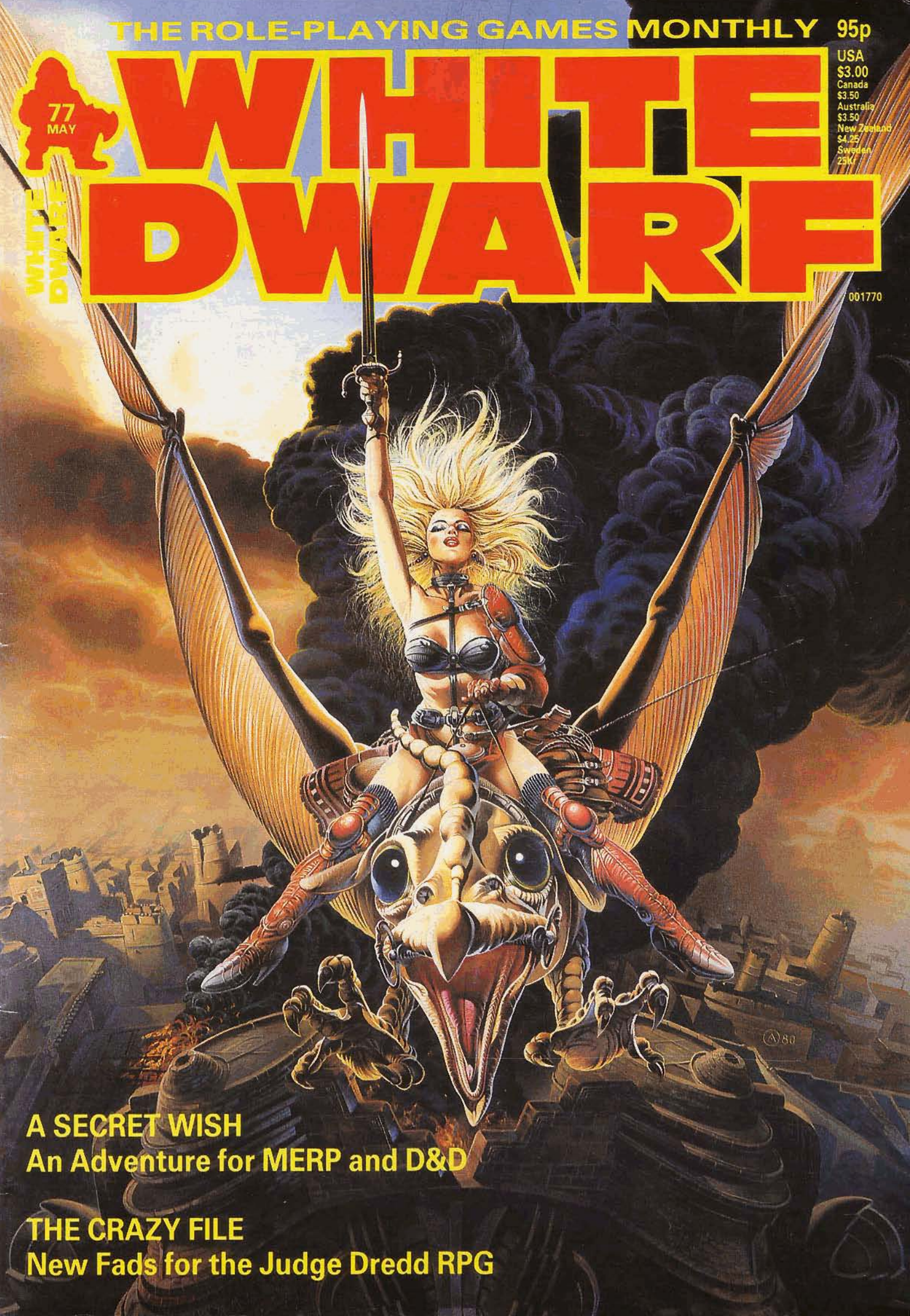
THE ROLE-PLAYING GAMES MONTHLY 95p

77 MAY

WHITE DWARF

USA $3.00 Canada $3.50 Australia $3.50 New Zealand $4.25 Sweden 25Kr

001770



A SECRET WISH
An Adventure for MERP and D&D

THE CRAZY FILE
New Fads for the Judge Dredd RPG

CITADEL MINIATURES

Citadel Miniatures are world renowned for quality of design and material. Amongst our award winning ranges you'll find not only our own popular white-metal fantasy models, but also Judge Dredd, Lord of the Rings™, Star Trek™, Dr Who, Michael Moorcock's 'Eternal Champion', and Advanced Dungeons & Dragons® Miniatures. In fact, the world's largest selection of first class miniatures, every one made by a professional designer for serious hobbyists.

CITADEL COMPENDIUM

The Compendium is Citadel's annual catalogue, featuring a comprehensive selection of the models currently in production. Inside you'll also find articles about painting, modelling and gaming with miniatures, as well as spectacular photos and many other items of interest.

Only £1.95

CITADEL JOURNAL

The Journal is Citadel's own irregular magazine, published as an update on the Compendium as and when new models are released. Full Warhammer Battle Rules details are provided for all new ranges, and every Journal features a complete Warhammer scenario. Colour photos, articles on gaming, modelling and painting go together with regular letters column and numerous competitions to make the Journal Britain's most popular (and indeed only!) magazine of its kind.

Only £1.95

Available from all good Game Shops or direct post free in the U.K. from:

GAMES WORKSHOP, CHEWTON STREET, HILLTOP, EASTWOOD, NOTTINGHAM, U.K. TEL.(0773)769731

U.S.A. customers contact:

GAMES WORKSHOP U.S., 9110F RED BRANCH RD., COLUMBIA MD 21045, U.S.A. TEL.(301) 964 0262

CITADEL MINIATURES

FOR ACCESS & VISA ORDERS RING THE MAIL-ORDER HOTLINES ON (0773)769522/760462

WHITE DWARF

ISSUE 77 MAY 1986

EDITOR-IN-CHIEF: Ian Livingstone
EDITOR: Ian Marsh
ART & PRODUCTION EDITOR: Mary Common
EDITORIAL ASSISTANT: Paul Mason
PRODUCTION ARTIST: David Chaney
PASTE-UP ARTIST: Trevor Hammond
COVER: Chris Achilleos ©
ILLUSTRATION: Tim Sell, Pete Martin, Kevin Bulmer, Daniel Loveday, Mark Harrison, Trevor Hammond
TYPESETTING: Anne Kiernan
ADVERTISING: Ivor Chomacki
PUBLISHER: Games Workshop Ltd
PUBLICATIONS MANAGER: Peter Darvill-Evans
Printed in England
All correspondence should be addressed to *White Dwarf*, Enfield Chambers, 16-18 Low Pavement, Nottingham.

As I mentioned in passing last issue, *White Dwarf* is moving to Nottingham. Issue *78* will be brought to you from its new offices in the heart of this historic city.

For reasons of our own, I, and the other staff of the magazine, have decided not to accompany it on this move; there'll be a fresh team working on the magazine from next issue. Fronting them, at least for a while, is my good friend Paul Cockburn: many of you will be familiar with his work on *Imagine* magazine. I wish him well in his unenviable task of putting *WD* together each month. I'm sure that *White Dwarf* will continue to excel at its promotion of the games hobby in Paul's hands.

I won't, however, be dropping out of *White Dwarf* entirely, and hope to be contributing to it in the future, circumstances permitting. Meanwhile (and dare I say it?) enjoy my final, quite remarkable issue of the magazine!

FEATURES

The Crazy File — *by Pete Tamlyn* 14
Silly Behaviour in Mega-City One

Spellbound! — *by Phil Masters* 20
Overview of magic in Superhero games

The Final Frontier — *by Alex Stewart* 26
Discover the *Star Trek RPG*

A Secret Wish — *by Graham Staplehurst* 34
Obbitses, 'ow I 'ates those 'obbitses!

A Cast of Thousands — *by Graeme Davis* 44
Fleshing out NPCs in rolegames

The Cars That Ate Sanity — *by Marcus L Rowland* 50
Following up leads on wheels in *Call of Cthulhu*

DEPARTMENTS

Open Box 4
Buyers' guide to new games

Critical Mass — *by Dave Langford* 10
Reviews of the latest sf and fantasy books

2020 Vision — *by Colin Greenland* 11
Your guide to the latest movies

The Travellers — *by Mark Harrison* 29
Another wacky travelogue

Letters — *edited by Ian Marsh* 30
Noisome missives from our readers

Thrud the Barbarian — *by Carl Critchlow* 41
An all-American Superhero?

Treasure Chest — *by Chris Felton* 51
No sexism please, we're British

Tabletop Heroes — *by Joe Dever* 52
Simple photographic techniques

Gobbledigook — *by Bil* 54
Enters a new dimension

Fracas — *by Supermole* 55
Latest gossip and hobby news

Small Ads 58
Let your eyeballs do the walking . . .

Win a signed hardback copy of Chris Achilleos's *Sirens* in our competition on page 59 !

SUBSCRIPTIONS:
Please send and make remittance payable to: *Games Workshop Ltd*, Chewton St, Hilltop, Eastwood, Nottingham. Tel: 0773 769731. *White Dwarf* is published monthly. Annual subscription rates are: **UK – £12.00; Europe – £24.00; other overseas surface – £24.00; other overseas airmail – £36.00; USA** – contact *Games Workshop US*, 9110F Redbranch Road, Columbia, MD 21045, USA, 301 964 0262.

SUBSCRIPTION NOTICE:
When you want to inform us of a change of address or subscription renewal, or if you have an query, please write to *Games Workshop Ltd*, Chewton St, Hilltop, Eastwood, Nottingham and make sure you tell us your present name and address (*old* address if address is changing). When you subscribe, please tell us whether you are renewing an old subscription or starting a new one.

OVERSEAS DISTRIBUTORS:
USA: Games Workshop (US), 9110F Red Branch Road, Columbia, MD 21045.
Canada: RAFM Company, P O Box 62, Paris, Ontario, N3L 3E5.
New Zealand: Blackwood Gayle Distributors, P O Box 28358, Auckland, New Zealand.

ISSN 0265-8712.

The publishers of *White Dwarf* regret that they cannot accept responsibility for financial transactions between readers and advertisers.

White Dwarf reserves the right to amend or reject any material submitted for publication as an advertisement.

Contributions: The editor will be pleased to consider any previously unpublished articles or artwork for inclusion in *White Dwarf*. Contributions should be typed, double-spaced on one side of the paper only.

All subject matter in *White Dwarf* is copyright of *Games Workshop* Ltd.

All rights on the contents of this publication are reserved. Nothing may be reproduced in whole or part without prior consent of the publishers. © *Games Workshop Ltd, 1986. Dungeons & Dragons*® and *Advanced Dungeons & Dragons*® are registered trademarks of *TSR Hobbies Inc. RuneQuest*® is a registered trademark of *The Avalon Hill Game Co. Traveller*® is a registered trademark of *Game Designers' Workshop. Star Trek* is a trademark of Paramount Pictures Corporation used by *FASA Corporation* under exclusive licence. *Middle-earth Role Playing, The Hobbit* and *The Lord of the Rings* are trademarks of *Tolkien Enterprises*, a division of *Elan Merchandising Inc.*

The opinions expressed in the articles and reviews are those of the authors and reviewers and not necessarily those of the publishers. Display advertising rates and trade enquiries are available on request.

In Open Box, *fantasy and science fiction products currently in the shops are occasionally reviewed by independent authorities.*

OPEN BOX

DC HEROES
Role Playing Game
Mayfair Games **£15.95**

It's traditional to begin this sort of review by saying what you get in the game box. In the case of *DC Heroes* it's slightly easier to say what you don't get – a deep enough box! *DC Heroes* gives you a lot of material, from books to dice, cardboard cutouts, and plastic figure bases. Booklets come in the form of a condensed guide to the mechanics of the game called 'Read This First' (16 pages), a Players Manual (40 pages), Powers & Skills book (40 pages), GM's Manual (96 pages), and Adventure book (32 pages). These are supplemented by a glossy referee's shield, 30 character cards, 40 cardboard figures, 12 plastic figure bases, and two good ready-inked dice. It's evident that *Mayfair* have sunk an impressive amount of money into the system, and expect to sell a lot of games and adventures.

The system has points of superficial resemblance to other Superhero systems, but uses a power and characteristic system which escalates the abilities of Superheroes to unimaginable levels. In brief, each point of a power or characteristic DOUBLES its strength, so that effects increase exponentially. Since all normal human characteristics are 2, a character with, for example, strength 3 would be twice as strong as the human norm, strength 4 quadruples human strength, and so on. Superman has strength 50, approximately 1,100,000,000,000,000 times normal human strength; he can lift Mount Everest with ease, but might have a little trouble moving the Earth or the Moon. The results of this system are graphically illustrated by showing different levels of speed, from a normal human walking (speed 1) to Superman flying (speed 45) and beyond, in a series of logarithmic scale lines spread along the bottom of eleven pages. This system seems to work reasonably well with the grosser Superheroes and villains, but is a little 'coarse' with characters closer to the human norm.

Powers and characteristics are used by opposing their level to the resistance of an opposing characteristic or physical property; for example, Superman would need to oppose his Strength (50) to Mount Everest's weight (43, on the exponential scale used for weight), by rolling 9 or more with 2d10. The table used is similar to that used in *RuneQuest* and other *Chaosium* games, with the exception that all ability use requires 2d10 rolls which are repeated if the same number is rolled twice. For example, Superman might need to move the Earth (weight 79). He must roll 35 on 2d10 to succeed. However, if he first rolls eight twice, this result of sixteen is added to a second roll. This continues until two different numbers are rolled, or double 1 is rolled. If Superman rolls 8,8 then 7,7 then 5,6 the total is 41, and in the above example he would be able to move the Earth fairly easily.

'Did the Earth move for you, darling?'

'Yes, Lois, I humped it a few million miles this afternoon.'

Once a successful roll is made, a second table gauges its effects. This is used to determine everything, from the damage done by a punch to the distance a thrown Volkswagen flies. Actions and Effects can be boosted by expending Hero Points, which are earned in adventures. This area of the system is similar to Marvel Super Heroes' Karma points, since Hero Points can also be used to buy or improve powers.

Overall, the combat/power system falls midway between *Champions* and *Superworld* in complexity. However, minor NPCs (cops, thugs, and street punks) will rarely last past the first round, or have much effect on events. Although an occasional lucky punch or shot from a non-super-character is possible, it's unlikely to do much to harm a supervillain or hero. The system requires a lot of dice rolls; they are often rolled as a long series, rather than as a handful of dice to gauge the effect of a power.

Character generation is based on a free-will purchase point system. New characters have 250 points, used to buy characteristics and powers as well as skills and advantageous backgrounds. Character flaws and limitations can be used to offset points and increase a character's power. The number of points spent rises steeply with the level of the power. For example, the normal human strength of 2 costs 10 points, strength 3 costs 20 points, strength 10 costs 160 points, and so on. It's easier to begin with low characteristics and a few disadvanges, as in most other games, and hope to increase characteristics and add more powers in play. This effect, plus the exponential nature of the game, makes it essential to adjust scenarios for the heroes' powers, since a 1 or 2 point increase in the supervillains' characteristics could have a dramatic effect on game balance.

The referee's book includes normal hints on game control, plus some material on important places in the *DC* universe, important NPCs, the history of the *DC* universe (up to and including *Crisis on Infinite Earths*), and some broad hints on the universe after the current *DC* shakeout is complete.

The scenario book holds a solo adventure, 'Titan's Challenge', and a refereed module, 'A Titan Nevermore'. Both feature the Teen Titans, and emphasise game mechanics. Players should, therefore, understand the system by the time they have finished the adventures.

Overall, I was very favourably impressed by *DC Heroes*. It is a far more coherent system than its *Marvel* rival, and offers far more for its price. New players won't find it so easy to use, but shouldn't find it totally incomprehensible. Production standards are extremely high (the shield, in particular, is very attractive), and *Mayfair* have even persuaded *DC* to omit the hundreds of copyright notices which disfigure *TSR's* Marvel game. The list of trademarks in the books is quite informative; for example, 'Up, up, and away!' is copyright!

Unfortunately supplies of *DC Heroes* may prove to be limited in the UK: no one has yet been licensed to import the game.

Complexity:	**7**	**Production:**	**9**
Ease of Use:	**6**	**Value:**	**9**
Overall:	**8**	**Marcus L Rowland**	

STEALER OF SOULS
RPG Scenario (Stormbringer)
Chaosium **£5.95**

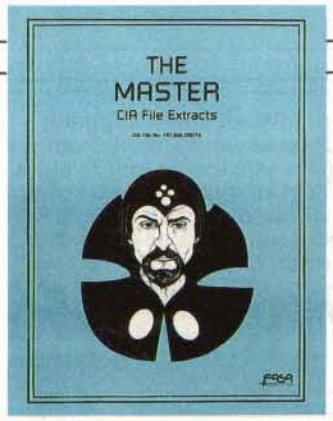
Stormbringer was for a long while *Chaosium's* great unsupplemented role-playing game, a fact which caused no little amount of unrest amongst its devotees. This lack of material is rapidly being rectified. The latest book, *Stealer Of Souls*, extends Moorcock's story of the same name to form an intriguing scenario with a familiar motive. The daughter of a recently slain merchant-prince wishes to exact revenge upon those involved in his death, and the slayer himself. Elric is involved – a fact that may make the players think twice about undertaking the task (he brings death to any that walk across his ill-fated path to destiny), but the lure of money from Freyda, the daughter, should be sufficient to hire the swords or sorcery of the party.

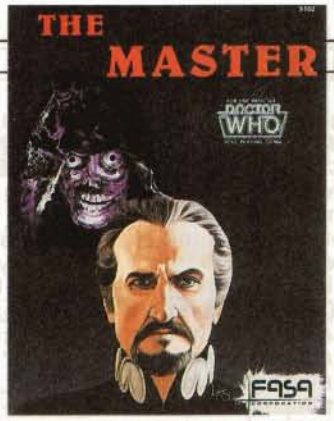
The first part of the adventure occurs in and around the city of Bakshaan in Ilmiora. The city is described in delightful detail, from its social structure, customs and peculiarities to its prejudices against sorcery and other unwholesome activities. The latter part of the scenario takes our group on a caravan trip to Karlaak, hazarding the roaming bandits and other, less obvious, menaces. All possible solutions seem to have been forseen by the designer Ken Rolston, as the book lists a range of various non-violent and violent paths the group may take.

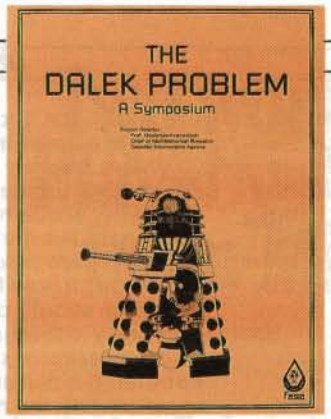
The adventure is not as easy as it may first sound: the villains have taken precautions against retribution, and events that have already taken place before the adventure proper begins may restrict the players' actions. Suggestions are given for the movements and reactions of the major NPCs, adding to the believability of the scenario.

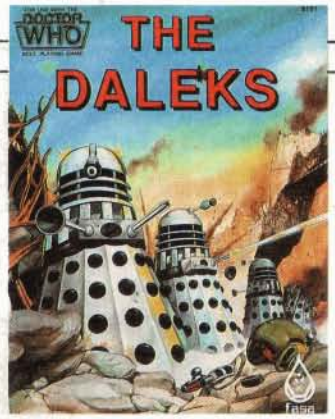
The quality of presentation is well up to *Chaosium's* usual standards. Carolyn Schultz excels on the floorplans and maps, and the illustrations by David and Dan Day serve to focus the characters even more sharply in the referee's mind.

Stealer Of Souls is the first *Stormbringer* supplement that I respect (even reading it is enjoyable). Its freshness will revive the palate of many a jaded GM, and it will pose a healthy challenge to an experienced group of characters. Freyda's intended pursuit and killing of Elric is to be covered in a companion









adventure, *Black Sword*, which should be well worth waiting for if this adventure is anything to go by.

Production:	8	**Skill:**	6
Complexity:	7	**Value:**	9
Overall:	8		**Phil Frances**

THE DALEKS **£8.95**
THE MASTER **£8.95**
RPG Supplements (Dr Who)
FASA Corporation

Clint blew the smoke from the end of his Magnum and surveyed the shattered hulks that lay before him. As he watched, another Dalek glided into the chamber. It began squawking 'Exterminate!' as he calmly lined up his sights.
'Go on – make my day . . . '

Doesn't sound much like Dr Who, does it? Thankfully this particular inadequacy of the *Doctor Who RPG* rules seems to have sunk in at *FASA*, and they have responded with a two-booklet sourcepack dealing exclusively with the deadly dustbins, which helps to beef them up a bit.

Two booklets are provided so that player information can be effectively separated from GM information. The GM's booklet represents the 'Truth', while the players' booklet is carefully compiled as a mixture of truth, inaccuracies, lies, damn lies and statistics. A very useful device, this, for giving players plenty of background *without* giving too much away. Both booklets are illustrated and produced to the same standard as the original game.

The Dalek Problem – A Symposium (the players' booklet) gives an extensive overview of Time Lord knowledge about the Daleks – their origin and history, physical and mental make-up, societal structure – and details a set of 'conclusions' and 'recommendations' for dealing with the menace they represent.

The GM's booklet (titled simply *The Daleks*) goes through the above with more detail and accuracy. It also presents a set of new rules and guidelines for handling the metallic monstrosities, and designing Dalek scenarios. The new rules include the 'beefing-up' alluded to earlier. The Daleks are no longer easy meat (metal?) for any sharpshooter with a powerful handgun. I wonder, however, why it was necessary to do this in a supplement? *FASA should* have got it right first time – anything else deserves the strongest criticism.

Many of the rules are of the old fashioned 'bolt on another table to fix it up' type that experienced gamers will be familiar with. These will require much page-flipping by the GM, and to my mind add little extra. Further, if new rules are to be added in this way, a playsheet is an absolute necessity – and *FASA* have not provided one. Much more impressive is the 'Dalek Combat Flowchart' which provides GMs with a handy guide to the Tin Terrors' simplistic mentality (no, you're wrong – it doesn't just consist of *EXTERMINATE!* writ large!). The booklet also contains expanded stats for Movellans, and some other aliens (including the gorgeous, pouting Ogrons).

The Master follows the same two-booklet format, but unaccountably has inferior production to earlier *FASA Dr Who* products. Apart from the cunningly composed cover, the illustration is generally weak. Again two booklets are used to provide a ready-made background, with the players' booklet billed as *The Master – CIA File Extracts*. These cover The Master's history, background, activities, etc in sketchy detail, thanks to the arch villain's cunning removal of all important facts from the Time Lords' files before he left Gallifrey as a renegade. The actual details are, of course, presented in the GM's booklet, along with copious notes on how to create an authentic-feeling scenario involving The Master. The main bit of naughtiness in this book is that *FASA* have begun to take considerable liberties with the Dr Who mythos. Anyone familiar with Peter Butterworth's portrayal of The Meddling Monk will cringe at the idea of him being identified with The Master. An even worse sin is the 'thrilling' revelation that everybody's least favourite companion, Adric, was whisked from his death (in *Earthshock*), by some interfering (and no doubt American!) Time Lord.

The package is padded out with some statistics for popular monsters not covered in the original game: The Daemons, The Nestene Consciousness, Axos, more gorgeous pouting Ogrons (doesn't anybody at *FASA* talk to each other? – this lot are different to the ones in *The Daleks*!) and various other assorted nasties. The peculiar thing here is that the statistics are presented in a completely different form to the way they're done in *The Daleks* – it would appear that the *Dr Who RPG* is very poorly co-ordinated as a project. More peculiarities follow in the section on 'Allies of the Master' where amongst such nasty pieces of work as The Rani and The War Chief, we find a *FASA* creation called The Colonel who 'considers himself The Master's greatest enemy'.

Each of these two sourcepacks is flawed in some way. While *The Master* lacks the rules-tinkering of *The Daleks* it more than makes up for this with its irritating rewriting of the Dr Who mythos. If you intend using either of the two villains regularly, and *don't* feel you know enough from the series to be able to handle them, then you should use these supplements. Otherwise you'd probably be better off trusting to your own judgement.

	The Daleks	The Master
Production:	8	6
Usefulness	7	7
Ease of Use:	7	7
Value:	6	6
Overall:	7	6
		Barry Bailey

THE SEA ELVES
RPG Supplement (Elfquest)
Chaosium **£5.95**

Sea elves first appeared in the *Elfquest* fanzine *Yearnings*, in a story titled 'The Siege of Suncliff Island'. One of the story's authors, Elizabeth Cerritelli, has now outlined the culture for *Chaosium's Elfquest* role-playing game. The supplement has not been deemed part of the official *WaRP Graphics* world, although the existence of sea elves has not been ruled out either.

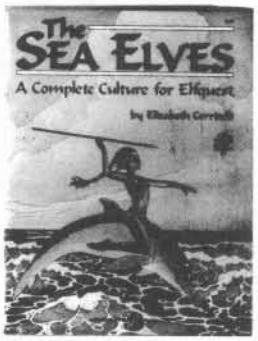
The book is about one-third background and two-thirds scenarios, with an absolute abundance of diagrams and illustrations. Once statistics for sea elves are out of the way, the supplement deals with the history and habitat of the race, their shared friendships with wavedancers (dolphins), their social structure, and their magic powers (which are unique to their kind). This information is brief but reasonably comprehensive, providing referees with a good idea of the culture's nature and surroundings. A campaign will require additional background to provide a more complete atmosphere – most referees will be able to handle this.

Statistics for sea creatures which the sea elves will most frequently encounter are provided, but the majority are disappointingly derived from creatures in our own oceans. For example, furryfins are seals, manytooths are sharks, manyarms are octopuses, and stingfingers jellyfish.

A fishing expedition is the subject for the first scenario, which is little more than a set of random encounters with various sea creatures (and a fight for survival against the weather if it chooses to be rough). The idea is to help players and referees ease themselves into the world of the sea elves; this it should certainly achieve, whilst providing an evening's enjoyment.

'Littlesmoke Island' puts the characters onto an island that has a problem

with a tribe of raiders. Once the elves have proved their friendly nature, the raiders appear. If thwarted, our elves forget the vanquished bandits in order to enjoy a spot of egg-snatching from lizards on the island. The adventure doesn't give much room for the players to manoeuvre, as the events are pretty



much pre-determined, and the adventure as a whole needs a little extra from both referee and players if it is not to become a waste of time.

'Assault on Smalltower Island' is much more interesting. This centres on an attack by two rival groups of elves on Smalltower Island. The referee may play attackers, or defenders, with the players taking the opposite side, or two or three groups of players can take sides, with the referee acting as overseer. A synthesis of wargaming and role-playing can result, though the whole thing could easily degenerate into chaos. Thankfully, the scenario gives tips on how to avoid this (for example, structuring the action sequence of the characters rigidly). Smalltower Island itself is well protected but its population is small at the time of the attack (most of the inhabitants are away on the Stormcoming Hunt, preparing for the onset of bad weather). In all, the most interesting feature in the whole book.

The Sea Elves is a competent product, but the cover's proclamation of 'A Complete Culture for Elfquest' is misleading.

Production:	7	**Skill:**	6
Ease of Use:	8	**Value:**	7
Complexity:	5	**Overall:**	7

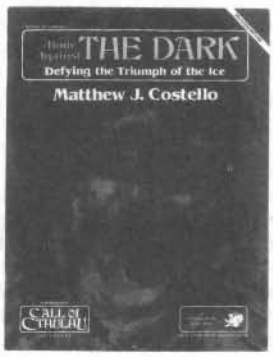
Phil Frances

ALONE AGAINST THE DARK
Solo Scenario (Call of Cthulhu)
Chaosium **£7.95**

Hands up all those who've *never* played a solo scenario (yes, okay, *Fighting Fantasy* counts). Hmmm, thought so. Seems as if you're all pretty familiar with them. Well, those of you expecting the usual format in the second *Cthulhu* solo will be pleasantly surprised. *Alone Against The Dark* builds on the pattern of its predecessor, *Alone Against the Wendigo*, to further expand the horizons of lone adventuring. In fact it gets closer to 'true' role-playing than any other solo I can think of.

The main basis of the book is the trusty series of jumbled paragraphs, coupled with the back-tracking numbers introduced in *Wendigo*. *Chaosium* now depart from the standard solo format: the adventure is seen through the eyes of four friends, though only one is ever in play at a time (unless one goes insane . . .). The mystery first ensnares Professor Louis Grunewald when he discovers one of his acquaintances is in prison in Athens for the theft of some antiquities. Our bold hero resolves to go and free him, though how far he gets is down to you. If he should die (and there's no other way in *this* game, friend!), the next adventurer comes into play. One way or another, the current investigator keeps in touch with the next in line, to ensure the continuity of all previous knowledge in the adventure. A character's introductory paragraph portrays them well enough for us to get a good idea of their personality, and adds welcome touches of flavour.

The investigator has to work his way through a tangle of baffling threads to learn the awesome facts of what has gone before. Those threads lead across the globe, from New York to Athens, Egypt to Bremen, and Arkham to the Antarctic. Here comes another innovation. Whilst in a location (Athens, for example), there are various places the investigator can visit if he so wishes (the Airport, the Parthenon, etc). This is not exactly outside the series of numbered passages, but seems to free the action considerably. Instead of being forced to follow the action, you can take a break to buy supplies.



If you wish, you don't have to do anything. Trekking round the world is a lengthy undertaking, and a calendar is provided for time-keeping. The smallest time unit is an hour. Each day the investigator decides where he'd like to go, and spends time doing that activity. Time for eating and sleeping must be allocated, though one can fast (losing 1 hit point per day). One drawback is that, unless otherwise stated, actions take at least 1 hour to perform (it takes an hour for Grunewald to go to the bank, etc). This may seem unfair, but to compensate there are certain places the character may phone, taking no time at all. The introduction emphasises the adventure is a race against time, and so every hour counts if the investigators are to succeed.

The adventure includes a puzzle to be solved during play, removable investigator sheets, maps and diagrams, and some quite arty illustrations that are, uhmm . . . different. Five new skills are introduced at the expense of Sing, Electrical Repair and Zoology (considered useless for this adventure).

Alone Against the Dark encourages strategic play; careful planning of daily schedules is required to make the best of the limited time available. It suggests modest successes would result from completing the solo losing four to eight investigators in all (playing the whole thing at least once or twice) – I would say this was about right. Can you take the solo any further, *Chaosium*?

Ease of Use:	7	**Value:**	8
Complexity:	7	**Skill:**	8
Production:	6	**Overall:**	9

Phil Frances

THE YELLOW CLEARANCE BLACK BOX BLUES
RPG Scenario (Paranoia)
West End Games **£6.95**

It's very difficult to review *Paranoia* adventures, mainly because even the tiniest clue can spoil the players' enjoyment, and counteract the appropriate feelings of doom, despondency, and victimisation.

This 48-page pack contains four long episodes, all involving the black box of the title. This box is simultaneously hunted by most of the illegal, subversive organisations in the Alpha Complex. The heroes' official assignments don't actually involve it, but it inevitably appears at the worst possible moment, causing the maximum of chaos as rival hunters close in on its secrets.

Mission 1 is an assignment to trace the source of illegal video signals, and recover the stolen equipment used to produce them. It also involves a plot to sabotage the complex on an unprecedented scale, amounting to total and prolonged chaos.

Mission 2 asks the troubleshooters to infiltrate mutant organisations, by use of simulated mutant powers. They are to track down the evil mutants responsible for the incidents of Mission 1, and bring them to justice. However, the mutant base the heroes investigate proves to be something else, and introduces a new character; a man from outside the complex. The usual secret society rivalries and fights result, and the players have a chance to recapture and lose the black box.

In Mission 3 the troubleshooters are sent to seal the route to the outside. Accompanied by a pair of argumentative robots, and the man from outside, the team set out on a high-tech and extremely funny dungeon-bashing mission. This section parodies certain well-known fantasy games, and is impressively lethal. The box is encountered and lost again.

The final mission derives from two conflicting sets of instructions placed by rival High Programmers. Encounters with opposing gangs will eventually lead the team to the source of the black box, and into massive amounts of trouble, from ritualistic motorbike gangs to the deadly HARV[E] and ELWOOD, and an appropriately apocalyptic finale.

John M Ford, the author of this adventure, should be justifiably proud. It's must for any *Paranoia* referee.

Complexity:	7	**Value:**	6
Ease of Use:	6	**Skill:**	7
Production:	7	**Overall:**	7

Marcus L Rowland

Off to work with

DIXON

and the seven

Dwarves!

ALSO ELVES

Send S.A.E. for list of new releases
OR £1.50p for our
FULL CATALOGUE

Our distributor in the USA & CANADA is Mr. J. Hood 'WARGAMES', 1410, Promenade Bank Centre, Richardson, TEXAS 75080.

DIXON MINIATURES in West Germany from:
GAMERS' PARADISE
Saag 42 1/2
D-8391 Neukirchen v. W.

When in London visit:–
VIRGIN GAMES,
100, Oxford Street.

PLEASE MENTION
WHERE YOU SAW THIS ADVERT.

DIXON MINIATURES, Spring Grove Mills, Linthwaite, Huddersfield, W. Yorks, HD7 5QG. Tel: (0484) 846162

Make tracks to The GAMESKEEPER

105 Cowley Road, Oxford

Telephone: (0865) 721348

MEDWAY GAMES CENTRE
1 CHURCH STREET
CHATHAM, KENT
Tel: MEDWAY (0634) 814750

Fantasy Games ● Board Games
Figures: CITADEL, GRENADIER, PRINZ AUGUST, MINIFIGS

Open Mon-Sat 9.30-5.30
(Closed Wednesday)

VISA

Two world-beating Play-by-Mail games from Mitregames.

GLOBAL SUPREMACY

The world's largest and most successful modern Play-by-Mail game

In the aftermath of World War III, will you lead your country to domination or Armageddon?

A Play-by-Mail Fantasy Game
MIDGARD
MITREGAMES

Already a storming success in the U.S.A., brand new to the UK.

In mediaeval Midgard intrigue and religion, war and diplomacy join in the quest for success. Whether you play an Outlaw, Prince or Priest you guide your own destiny.

POST TODAY

I would like to enrol in one of these major new games.

☐ Please enrol me in GLOBAL SUPERMACY. I enclose £5.00 for my start-up fee.

☐ Please enrol me in MIDGARD. I enclose £5.00 start-up fee.

☐ Please enrol me in STARMASTER. I enclose £9.95 for boxed set, start-up fee and first two turns.

☐ Please enrol me in TRIBES OF CRANE. I enclose £9.95 for boxed set, start-up fee and first two turns.

Please send me . . . signed (£5.00)
. . . unsigned (£2.00) STARMASTER POSTERS.

Please send me . . . signed (£5.00)
. . . unsigned (£2.00) TRIBES OF CRANE POSTERS.

Name _____

Address _____

MITREGAMES
189 Balham High Road, LONDON SW12.

ORIENTAL ADVENTURES

The latest AD&D™ rule book from TSR.

New character classes
samurai, shukenja, bushi, kensai, wu-jen, ninja and yakuza...

New character races
korobokuru, hengeyokai and spirit folk...

Martial Arts Rules
Karate, Kung Fu, Tae Kwon Do and Jujutsu rules, plus a system for creating new martial arts...

Proficiencies
A completely new skill system for the AD&D game...

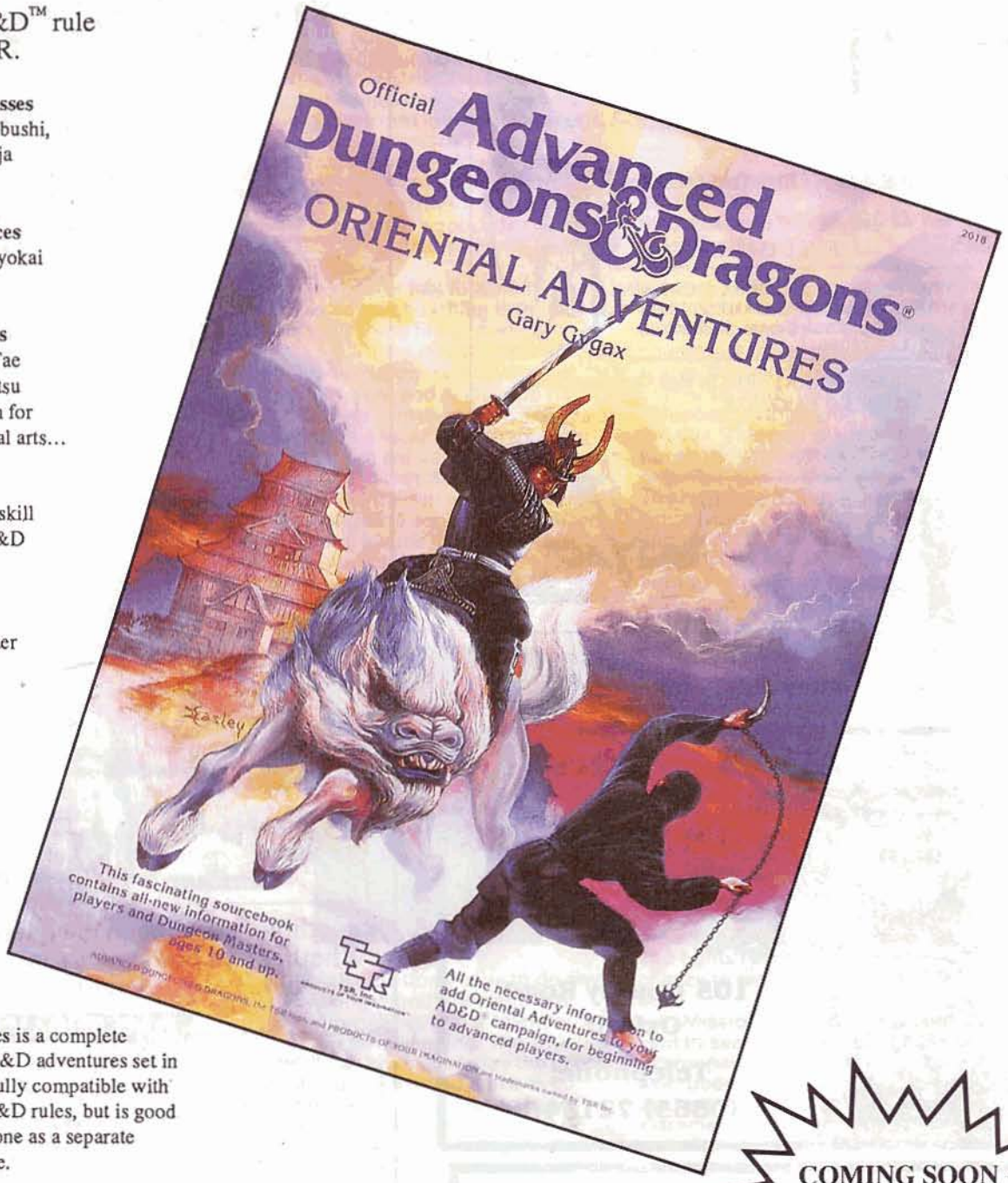
Honour
Family and character honour rules...

New Spells

New Monsters

New Weaponry

And a new world to adventure across...



Oriental Adventures is a complete sub-system for AD&D adventures set in the Far East. It is fully compatible with the "Western" AD&D rules, but is good enough to stand alone as a separate version of the game.

COMING SOON

OA1 SWORDS OF THE DAIMYO

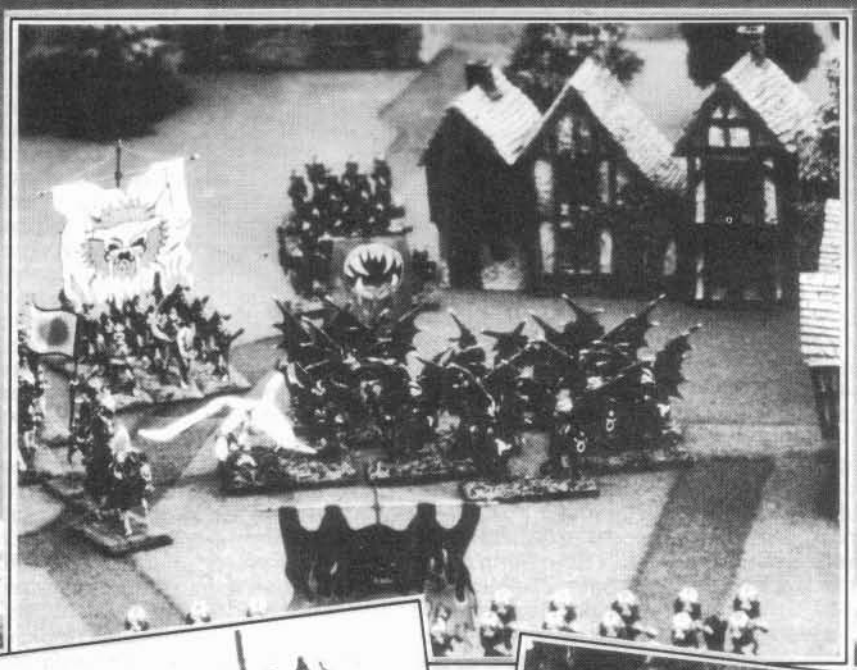
Available now from better games shops, or in case of difficulty, contact:

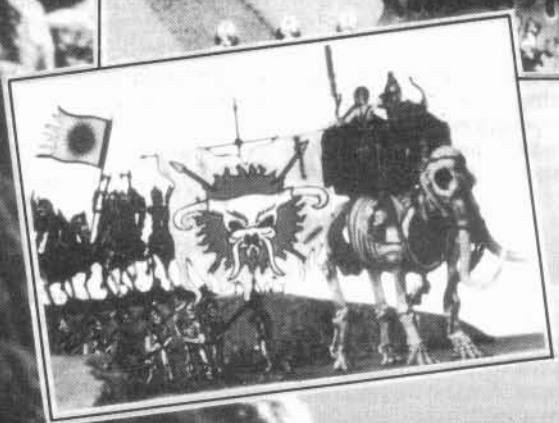
TSR UK Limited
The Mill
Rathmore Road
CAMBRIDGE CB1 4AD

The symbol ™ denotes a trademark owned by TSR, Inc. © 1985 TSR UK Limited.

Grenadier Models UK Ltd.

FANTASY MINIATURES





• 25 mm ROLE PLAYING AND FANTASY WARGAMES FIGURES •
• SUPERB DETAIL WITH A HUGE RANGE TO CHOOSE FROM •
• ORIGINAL, ELEGANT, INNOVATIVE AND AT •
• EXTREMELY COMPETITIVE PRICES •

• SEND S.A.E. FOR OUR COMPREHENSIVE CATALOGUE TO •

GRENADIER MODELS U.K.

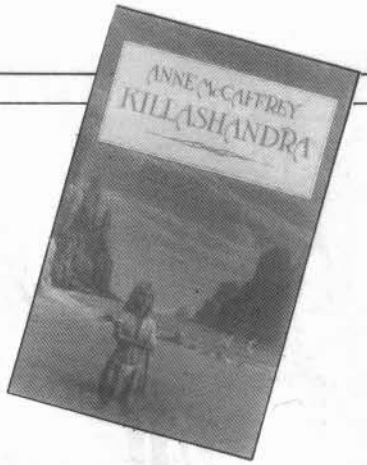
• 19 BARAGE ROAD, DEESIDE, CLWYD •

TELEPHONE 0244 536111

TRADE ENQUIRIES WELCOME

ACCESS & BARCLAYCARD WELCOME - PHONE OUR 24 HR HOTLINE ON 0244 536111

Critical Mass *is a regular fantasy and science fiction book review column, written by Dave Langford.*



Starting Points

Are you the sort of reader who skips this opening paragraph in favour of actual reviews? (If you skip the whole page, I don't wish to know.) I've been thinking about the time it takes authors to roll up their sleeves and start telling the story. The longer they delay, the more put-downable the book usually is . . . despite a tradition of clever-sod exceptions, from *Tristram Shandy* to *Report on Probability A*, whose literary fireworks lure you through a book which proves to have no plot at all.

Robert Irwin gets straight to his subject in paragraph 1 of *The Limits of Vision* (*Viking* 120pp £8.95). The subject is dirt. Also dust, filth, gunge, smears, stains, mould, dandruff and little waxy bits. Reading it will make you itch in places you didn't know you had. Heroine Marcia is a housewife waging a lonely metaphysical battle against these manifestations of Mucor, Spirit of Evil, as encountered in a mildew-spot on the carpet. 'Small white spot that we are, we have been elected to speak to you. . . .' It appears that Marcia, struggling to initiate her feminist friends into the sacred mystery of washing-up, may be slightly dotty. She also has unlikely conversations with people like Blake, Dickens, Darwin and da Vinci. Nevertheless, she wins through!

Concentrated, sinister and funny, this is a triumph of black humour. Well, off-black. As Marcia would point out, black shows up all the fluff and flakes of dead skin and. . . .

Schismatrix by Bruce Sterling (*Penguin* 288pp £2.50) starts with immediate violence, slowly explained in retrospect. It's picaresque SF covering two centuries of change in our solar system, where Earth is off-limits and the action lies in endless scattered space habitats. The major ideological split is technological, Mechanists versus the bioengineering Shapers. The protagonist, Abelard Lindsay, survives variously as political exile, impresario, pirate, xenodiplomat, peacemaker, blackmailer, duellist, terraformer, reluctant hero. . . . Sterling follows the sound principle of never revealing too much: some offbeat terms ('ice assassins') are defined by context, others ('Nerve Coral Aquatics', one of 19 alien species) don't need to be. Placid decades are omitted from the narrative, to be reconstructed from the bones and joints you're actually given.

Besides being highly exciting and crammed with ingenious ideas, *Schismatrix* paints a moving Big Picture of humanity getting a grip on its own evolution. Lindsay, however unheroically, helps nudge it the right way. Excellent sense-of-wonder stuff. My only dislike is the title: Schismatrix suggests a lady who causes schisms, and I waited half the book for her to turn up before Sterling issued his own unlikely definition.

In *A Stainless Steel Rat is Born* (*Sphere* 185pp £1.95), Harry Harrison doesn't hang around: the legendary Slippery Jim DiGriz is holding up his first bank on the first page. (Harrison uses the frequent technique of starting on a high note, adding background in pages of flashback.) The book rattles amusingly along, as the youthful Rat plots his way into jail and out again in search of the elusive criminal contacts he could easily have made, had he but known, at a Games Day. No sequel will match the saga's first book, but this comes close: Jim's family isn't around to get in his light, the action doesn't get so excessively silly or grim as to fragment the story, and it climaxes on one of those ghastly low-tech planets in which Harrison delights.

Only on page 48 does *Killashandra* (*Bantam Press* 292pp £8.95) reach the planet where the story happens – since Anne McCaffrey must fill in background from *The Crystal Singer*, to which this is a sequel. She's on reasonable form: her world of crystal (here linked with the *Ship Who Sang* tales) hasn't been worn smooth like Pern, and she's avoided her mistake in *Moreta* of trying to write tragedy. McCaffrey's forte is the fairy tale. Her heroines are always Cinderella or the Ugly Duckling.

Killashandra, crystal singer, rose to swanhood last book but still gets into trouble on her vaguely diplomatic mission. Only a McCaffrey heroine could seek bootleg beer, take refuge in a house coincidentally visited by the chap who wants to maroon her in an archipelago, and later escape to another island coincidentally about to be visited by the erstwhile kidnapper, who coincidentally fails to recognize his victim and falls in love with her instead. And so on: the plot is candyfloss nonsense throughout, but it has a certain charm. Turn off that brain. Relax and enjoy.

For tension, try Kate Wilhelm's *Welcome, Chaos* (*Gollancz* 297pp £9.95), a gripping, straightforward story from a fine author who has sometimes been over-subtle and elusive. In 8 pages the scene is set, the well-drawn heroine manipulated to a far-off spot where a strange fate lurks. The grail or Macguffin is that SF standby the immortality virus, whose victims risk death (50% of cases) and sterility (100%). Its biggest hazard is a seeming bonus: because cell regeneration means immunity to radiation, certain persons think in terms of first strikes and winnable nuclear war. Wilhelm maintains tight suspense and high-class characterization to the bitter end . . . nor does she shirk the moral issues.

I'm comparing these books' 'attack speed' thanks to *The Ceremonies* by T E D Klein (*Pan* 553pp £2.95). Such blockbuster horror novels seem to rely heavily on ominous padding. The rule is 'Tell 'em what awfulness is going to happen. Then tell 'em again. And again. . . .' Following this exhausting tradition, it takes Klein *165 pages* to manipulate his hero into the position Kate Wilhelm achieves by page 9. Stephen King credits the book with 'a sense of deep and brooding mystery'; by then I had a sense of deep and yawning predictability. A high death toll amongst innocent bystanders? Yep. A climax of nasty sexual ritual? Yep. A concluding 'The end . . . *or is it*?' Oh dear, yes.

The style is, naturally, portentous. Page 1: 'Something older far than humankind, and darker than some vast and sunless cavern or a world beyond the farthest depths of space.' Besides the thought that this is overdoing it a bit, one wonders where 'beyond the farthest depths of space' may be, and whether a sunless cavern there is necessarily darker than one near Milton Keynes. Yet Klein's writing has been praised; presumably it's what the market wants. . . .

Notable reissues: Robert Holdstock's *Mythago Wood* (*Grafton* 319pp £2.50), a magical book, recently bagged the World Fantasy Award. *The Day of Forever* (*Gollancz* 126pp £8.95) is the first hardback of J G Ballard's uneven, compelling 1967 collection. *Macroscope* by Piers Anthony (*Grafton* 480pp £2.95) is one of his quirky best, at last reissued here in full – *Sphere's* edition was slashed to incomprehensibility.

Also enjoyed: *Lord of Light*, an early Roger Zelazny (*Methuen* 261pp £2.50), lumbering but nifty science-fantasy with technology propping up Hindu 'gods' and reincarnation. Brian Aldiss's *Seasons in Flight* (*Grafton* 160pp £1.95) offers cunningly simple stories and fables, not for those who demand 100% SF/fantasy. Ian Watson's *The Book of the Stars* (*Grafton* 236pp £2.50) is book two of the fun, freewheeling trilogy already plugged here. *Gollancz* have launched a worthy 'Classic SF' paperback line, all at £2.95, aiming at literacy and enjoyability: Vonnegut's *The Sirens of Titan*, Sturgeon's *More Than Human*, Silverberg's *A Time of Changes* and Delany's *Nova*. Every six months, four more. . . .

Farewell note: *Chapter House Dune* (*NEL* 476pp £2.95) may end Frank Herbert's galactic power-politicking, since this year he died of cancer aged 65. See *WD65* for a mildly enthusiastic review. RIP.

Right, with these reviews out of the way I can get down to the story. Once upon a time. . . . (*Cut –Ed.*) □

2020 Vision *is a bimonthly column covering fantasy and science fiction movies, written by Colin Greenland.*

White, Frothy and Malevolent

It's a hard life, being a romantic novelist. Pity poor Joan Wilder, stuck on a yacht in the Riviera with the man of her dreams, the tedium of sun and scuba broken only by boozing at literary parties. No wonder she jumps at the chance of moonlighting on her ailing novel to go off with the dark-eyed potentate who invites her back to his desert palace to write his official biography. Meanwhile her lover Jack loses his yacht (explosively) and gains an unwanted guest, abducted by Sufi fanatics who claim Omar has stolen their treasure, *The Jewel of the Nile* (Fox, PG). Who's got it? What *is* it? Well, you can bet the answer will involve plenty of high-speed chases, hanging off the side of trains, being suspended over bottomless pits, stealing jet fighters and playing dodgems with Omar's tanks. *The Jewel of the Nile* is the sequel to *Romancing the Stone*, another adventure fantasy with just the right pinch of preposterousness. Against all odds, this is a sequel as enjoyable and endearing as the original.

More manic fun in *Crimewave* (Rank, PG). Odegard-Trend Security Systems are in trouble: mainly from Mr Odegard, who's trying to swindle Mr Trend out of his share. But Mr Trend gets wise; and when Mrs Trend leans on him, overcomes his natural modesty and opens the Yellow Pages at E for Exterminators. Enter Crush and Coddish ('We Kill All Sizes'), in a van with a giant furry rat on the top. Also enter the innocent, Odegard-Trend's technician Vic – 'I used to think the Key to Happiness was the installation of small electrical appliances' – now helplessly in love with Nancy, and hopelessly entangled in the desperate plot. *Crimewave*, from the men who brought you *The Evil Dead*, is a hit-and-miss send-up of Forties' crime comics, with all the wild angles and grotesque characterization. It's not far from those very early *MAD* parodies, and similarly, you'll either love or hate it. The atmosphere at my press screening was half disapproving silence, half crazed giggling.

Equally uneven, intelligent, and good value for not-very-much-money are the sf/horror movies of Larry Cohen, always made with a sharp satirical eye for the state of America, and not always released over here. His latest target is junk food. *The Stuff* (Recorded Releasing, 15) is the logical sequel to all those Fifties' movies about the Glob that Ate America. This is the Glob that America Ate. White, frothy and malevolent, it comes bubbling up from the centre of the Earth. It also tastes delicious. All the dessert industry needs to do is scoop it into pots and add TV commercials – and cover up its nasty side-effects, like turning people into exploding zombies. A brilliant performance by Cohen stalwart Michael Moriarty as an industrial spy after the truth holds the straggling plot together.

Michael Douglas and Kathleen Turner in The Jewel of the Nile

There's an attic full of wacky Victorian inventions in *Young Sherlock Holmes* (Paramount, PG), but they're all drowned out by the whirring of the Steven Spielberg Plot-Making Machine. Take one Genuine British hero, turn him (like all Spielberg characters) into a kid; give him a loyal – but dumb – younger sidekick, and a totally superfluous girlfriend; set them up against an evil Egyptian sacrifice cult with a huge subterranean temple in picturesque dockland; throw in lots of hallucination sequences because it's *unthinkable* to make a fantasy movie with no special effects; then shoot it in Oxford and Eton and tell the Americans it's London. Conan Doyle's creation is reduced to an irritating sequence of in-jokes about deerstalkers, violins and pipes. Instead of sleuthing we get swashbuckling in the blazing temple and swordplay on the frozen Thames; creditable acting, but a crass production from start to finish.

Compound your sense of culture shock with a movie that opens with an aerial shot of New York bathed in electric blue lightning, and bone-crunching disco by Jon Anderson on the soundtrack: it's called *Biggles* (United, PG). It features a Genuine British hero, given a modern-day American sidekick and a totaly superfluous girlfriend (are you *sure* Steven Spielberg didn't have a hand in this?), in a silly story about the Germans developing a sonic weapon in 1917 and threatening history as we know it. Too little aerobatics, too much running around in anachronistic locations; lots of laughs, though mainly of disbelief.

The Clan of the Cave Bear (Rank, 15) was a big, fat American bestseller about one woman's struggle for self-determination. Her name is Ayla. She's a Cro-Magnon adopted by Neanderthals. Now there's a movie starring Daryl Hannah, whom I still like a lot, though she doesn't stand a chance amid all the picture-postcard photography, tacky mysticism and shaggy-browed sentimentality. But Ayla is unafraid, for she knows there are *five* more books to go yet.

Biggles, Sherlock Holmes, Cro-Magnons, Neanderthals – whatever happened to the future? What we want is a story of conflict, camaraderie and visionary drama set against a vast interplanetary backdrop one hundred years hence. You know, with space fighters by Industrial Light & Magic, weird volcanic landscapes complete with petrified forests and sizzling meteor storms, and reptile aliens in elaborate make-up with gargling voices. We want Dennis Quaid as a hairy-chested space ace surviving everything a hostile galaxy can throw at him and learning tenderness amid the alien snow. Anything, as long as it's not based on some godawful prizewinning novella by the unbearable Barry Longyear!

Ah. Well, until you said that, I was going to suggest *Enemy Mine* (Fox, 15) . . . □

Louis Gossett, Jr, as Jeriba Shigan; in Enemy Mine

Ahketon
ZARDS

These are the excellent scouting element of the Sauvian Empire

NEW

CT48	Zard with sword + shield	52p	CT209	Zard kneeling firing crossbow	52p
CT49	Zard with dart + shield	52p	CT230	Large running lizard	£1.79
CT201	Zard with shield, spear upright	52p	CT231	Saurian with spear + shield rudely running lizard	£1.90
CT202	Zard with shield, spear levelled	52p	CT232	as above but firing bow	£1.90
CT203	Zard officer with axe + shield	52p	CT233	Sauvian officer as above	£1.90
CT204	Zard standard bearer	52p	CT234	Sauvian standard bearers as above	£1.90
CT205	Zard drummer	52p			
CT206	Zard firing longbow	52p			
CT207	Zard kneeling firing crossbow	52p	CT235	Sauvian Xbow man as above	£1.90
CT208	Zard firing crossbow	52p	CT236	Sauvian with drum as above	£1.90

Regiment Number 4

Zard archer regiment

1× Officer
1× drummer
10×kneeling archers
1× Standard
17× Standing archers

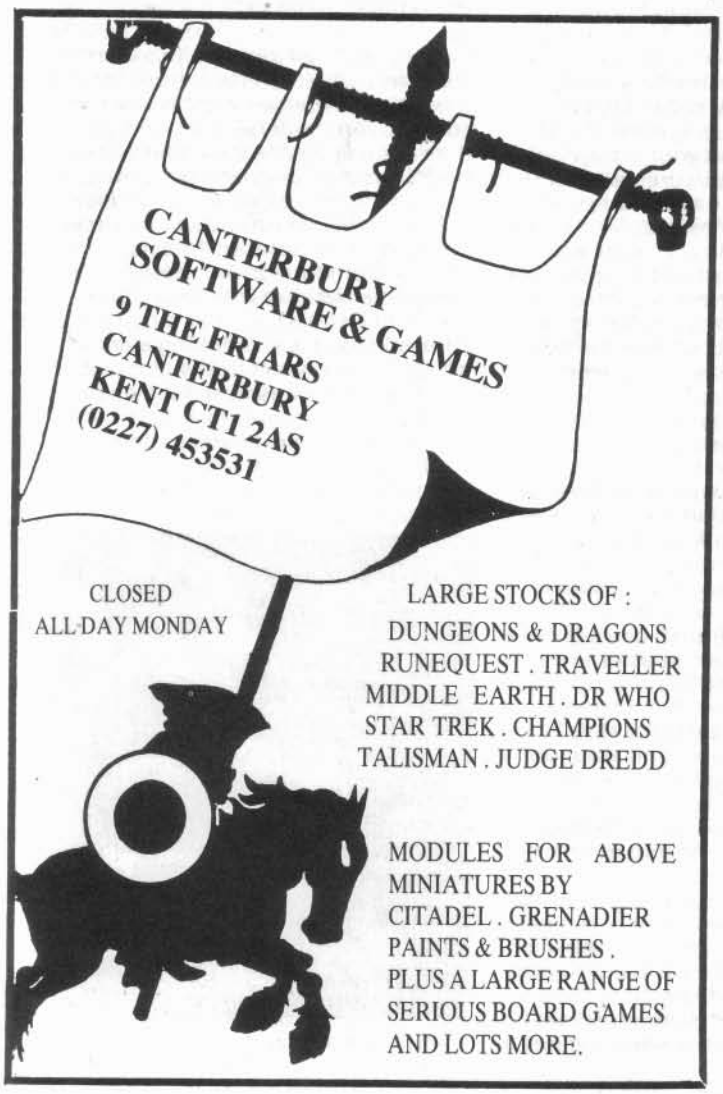
ZARD ARMY

75 figures **£34.95**

2× officer
1× drummer
20× archers
15× spear + shield
1× Standard
10× dart + shield
20× crossbow
6× shield + sword

Ahkerton
Unit 12A Olds Approach
Byfleets Tenants Development
Tolpits Lane
Rickmansworth, Herts

POST 15% UK Min 15p
OVERSEAS 50%



GERTRUDE IS WITCHING YOU !

SUBSCRIBE NOW.

WHITE DWARF	£12 for 12 issues (one year) I enclose £12 to start my subscription at issue	
WARLOCK	£5.50 for 6 issues (one year) I enclose £5.50 to start my subscription at issue	
The Good GAMES Guide	£1.25. Please send me it hot off the press!	No. of copies.
WHITE DWARF BINDER	Each one holds 12 issues £4.50 each	No. of binders.

ARE YOU RESUBSCRIBING? YES NO

NAME:.....

ADDRESS:.....

.....

.....

Send to : GAMES WORKSHOP MAIL ORDER,
Chewton Street, Hilltop, Eastwood, Nottingham. NG16 3HY.
Telephone Clive on (0773) 769731 /769522
for Access & Barclaycard Orders
PLEASE MAKE ALL CHEQUES PAYABLE TO GAMES WORKSHOP.

HUBBLE, BUBBLE, TOIL & DEATH

McDeath is the latest **Campaign Supplement** for the **Warhammer** game from Citadel. Warhammer author Richard Halliwell invites you to the coast of East Albion, where the evil, sadistic and thoroughly unpleasant McDeath has murdered the rightful King Dunco and usurped his throne. But, in the spirit of great tragedy, the forces of justice are gathered to do battle against McDeath and his depraved minions. Orcs, Men, Dwarfs and Treemen fight it out in a titanic struggle for power, money and alcohol.

AVAILABLE FROM 12TH APRIL

McDeath comes boxed with full-colour artwork by John Blanche and comprises of:

- **Campaign book** detailing each of the four battles to be fought; Winwood harbour, Loch Lorm, Dungal Hill and Runsinane Castle. Each battle is thoroughly described for the benefit of the gamesmaster; including maps, how to set up the scenery, run the games, allocate victory points, etc.
- **Card buildings** representing those required during the campaign. These are easy to assemble models designed by award-winning scenic modeller David Andrews and are completely compatable with Citadel's existing campaign and village packs.
- **Full-colour castle floor plans** representing Runsinane castle and used as a playing board during the final decisive battle of the campaign.
- **Full-colour** campaign map illustrating the area of East Albion.
- **Command sheets** for the players involved. Sheets give stats and objectives for each player and obviate the need for tedious record keeping or endless explanation before play can begin.
- **Card counters** are also provided for the various forces involved.

Available from all good Game Shops or direct post free in the U.K. from:

Games Workshop,
Chewton Street,
Hilltop, Eastwood,
Nottingham

Tel. (0773) 769731

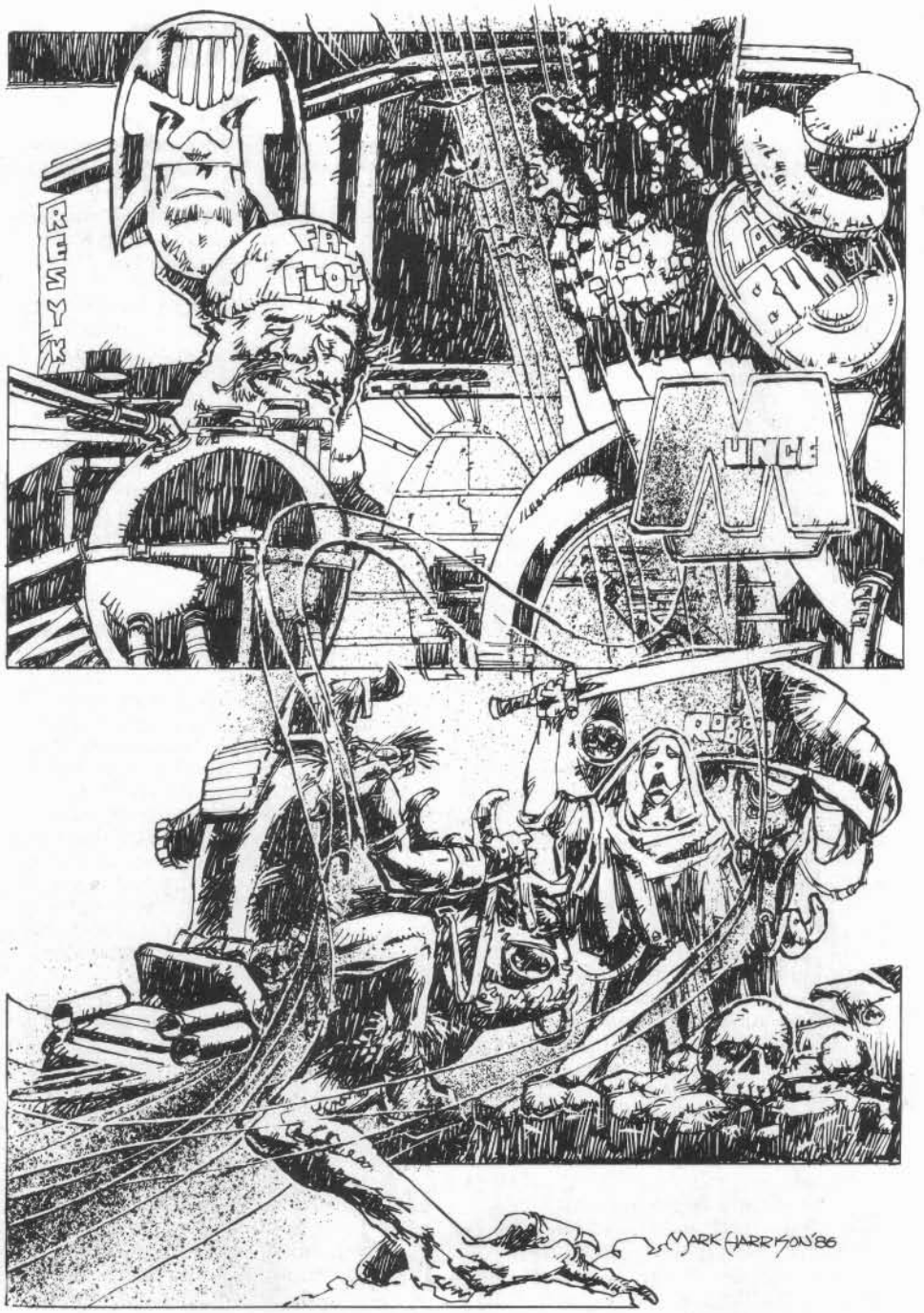
Customers in the U.S.A. please contact:

Games Workshop U.S.,
9110F Red Branch Rd.,
Columbia MD 21045,
U.S.A.
Tel. (301) 964 0262

CITADEL MINIATURES

FOR ACCESS & VISA ORDERS RING THE MAIL-ORDER HOTLINES ON (0773)769522/760462

THE CRAZY FILE



New Crazes for Judge Dredd – The Role-Playing Game, by Pete Tamlyn

Because of Judge Dredd's standing as the most famous, most competent Judge in Mega-City One, almost all of the major events in the city end up involving Dredd in some way or another and are therefore chronicled in *2000AD*. However, Mega-City One is a very big place and 400 million people is an awful lot of potential perps. Understandably, by no means every crime wave to hit the city is serious enough to warrant the attention of Dredd.

Now whilst *2000AD* covers only these major events, the Justice Department keeps very extensive records of all crimes committed in the city. These are fed into MAC, the Justice Department Computer, and analysed, both in the hope of devising methods of predicting crime (or at least spotting a potentially dangerous trend or craze early and nipping it in the bud), and also as a source of training material for prospective Judges.

One of the files that MAC keeps is known to Judges as 'The Crazy File'. This covers all those crimes which developed as a result of new crazes and fashions sweeping the city, and which had to be banned or restricted for reasons of public safety. Some of the more notable entries include those for Boinging, Fashion Flowers, and everything ever invented by the ingenious Otto Sump. Now, with special permission of Chief Judge Silver, *White Dwarf* is able to open up *The Crazy File* and report some of the more outrageous things that Mega-City One's citizens have done in their efforts to relieve their boredom.

TASTOBURGERS

Carter Floyd was, for a short while, one of the most successful fatties in Mega-City One – he amassed a fair amount of wealth as a result. His career took a severe nose-dive when, to the horror of his manager and fans, he became bored with food. Simply being fat was no challenge any more, especially now that Otto Sump's *Flabbon* had proved so effective that no professional fatty could afford to eat anything else. Floyd retired from fattidom and began to cultivate a hobby as a gourmet.

In the beginning Floyd found his new pastime quite lucrative as he managed to interest quite a few rich people in his sector in the idea of tasty, or at least varied food. However, his dreams of establishing a business empire seemed doomed to be wrecked on the rocks of popular crassness. The ordinary citizen genuinely preferred Munce and all forms of synthi-food to anything that Floyd produced.

In desperation Floyd hired the Starchi Brothers, one of Mega-City's premier advertising agenices. They advised him to pretend that the taste of his food was the result of sophisticated scientific research rather than use of natural ingredients and quality cooking. Thus

was born the *Tastoburger*, a Munceburger with the added flavour of Floyd's secret weapon – garlic!

Tastoburgers were a overnight success, but this brought its own problems for Floyd. To start with Amalgamated Munce Inc were not about to give up their market dominance without a fight. This lead to a number of industrial crimes as AMI executives desperately tried to find out the secrets of Floyd's 'scientific breakthrough'. Fortunately for Floyd the Starchi's had planned well. They were making a packet out of him and had the resources to provide very sophisticated security. In addition, as citizens became more and more fond of *Tastoburgers*, and therefore ate them to excess, the Justice Department noticed a massive increase in pollution offences, specifically bad breath.

Floyd's downfall came as a result of employing a cleaner with a gambling problem. AMI found out about this citizen. They blackmailed him into sabotaging the security systems and letting their espionage squad into the *Tastoburger* factory. The following day Tri-D news programs were full of pictures of Floyd's secret garlic farm and sales of *Tastoburgers* collapsed even more quickly than they had risen. The Justice Department was heavily involved in protecting Floyd and his premises from angry mobs.

HOME-SYNTHING

The *Tastoburger* scandal was almost certainly the source of inspiration for another food-based craze, that of home-synthing. Raymond Baubier, whose hobby was home chemistry, hit on the idea of persuading people that they couldn't be sure that what they were eating was genuinely synthetic unless they had made it themselves. He sold the concept to one of the bigger Tri-D stations and thereby became Mega-City One's first Home-Synth Show presenter.

The idea behind the shows was based on the old cookery shows which Tri-D channels used to run decades before when food was more plentiful and Munce less popular. Each week Baubier would get out his test tubes and retorts and demonstrate new ways of making food from basic materials. He was a huge success, and rival stations quickly followed suit with similar shows of their own.

Unfortunately for home-synthers, the supply of suitable materials for synthesising foodstuffs was very poor. Very little household garbage was suitable, and those few recipes which Baubier tried using scrap metal, plastic and concrete proved unappetising and a sure-fire source of indigestion. Plants could be used, but the techniques for turning Munce into burgers were too complex for most home-synthers to manage. In the absence of large numbers of organic household pets and with the local wildlife (rats, alligators, and so on) being confined to the dangerous lower levels of the city, the only real source of material for synthing meat was human flesh.

Baubier's employers quickly spotted this problem and made an exclusive deal with Resyk for supply of suitable material. Even so they had to compete with existing food companies all of whom were bitterly opposed to home-synthing and did their best to corner the market in organic waste. Demand for materials was so strong that Baubier soon became involved in body sharking on a grand scale. In addition, those keen home-synthers who could not afford the extortionate prices for what they believed to be legal supplies of materials took to going out and acquiring their own by the simple expedient of murdering their neighbours.

The Justice Department dealt with the craze by banning all home-synth Tri-D shows and by placing punitive taxes on home-synthing equipment. Even so the craze still persists in many parts of the city, some citizens even refusing to eat any food except that which they have synthed themselves. Needless to say, such people are normally very poorly nourished, although for some reason they insist that their diet is the healthiest in the entire city.

BOTTING

Given that the vast majority of jobs in Mega-City One are performed by robots, it was only a matter of time before it occurred to the growing army of unemployed that the way to get work was to pretend that you were a robot. Thus began the craze of Botting; that is dressing up in a metal suit and walking around stiffly as if you were entirely mechanical. Cyborgs were obviously at a distinct advantage here being more or less artificial to begin with, but many citizens, through countless months of practice, became extremely adept at their disguise and were able to fool large numbers of people.

Of course, pretending to be a robot was only half the battle. The Botters then had to get themselves into a factory and replace a robot working there. The fact that robots are never paid for their work didn't seem to worry most Botters – the mere fact of being employed all day being enough to satisfy their craving for a job. However, no Botter, however competent at his impersonation, could have the stamina, strength and precision of the real thing, and thus the Justice Department was kept busy removing Botters from factories, normally charging them with trespass and criminal damage to whatever robot they had replaced.

Botting also brought to light a new and unusual breed of Spont. These people were Botters who, being either unable to get into a factory or too scared to try, turned up at Sector Houses in their robot disguises pretending to be lost robots and begging to be returned to the factories to which they belonged. Most of them knew that they wouldn't be believed but either didn't care or hoped to be arrested for something.

By far the worst outbreak of crime associated with Botting, however, was the Boltzman case. Isaac Boltzman Machinery was a large robotics company specialising in the production of servo-droids. When the Botting craze was at its height one of the company executives came up with the idea of hiring the very best Botters, disguising them as the very latest line in servo-droids, and then using them as burglars.

For a while the plan worked very well. Thanks to some smart work by the Starchi Brothers, the new Boltzman droid was a smash hit at the Robot of the Year show, and so many rich citizens ordered them that the company had difficulty meeting demand. Of course, with the droids being so popular it was understandable that they would become targets for thieves.

Thus it was that every Boltzman droid sold was 'stolen' within a few weeks of starting work – with much of the owner's property being taken at the same time. The Justice Department was far too busy trying to track down the thieves to realise that the 'robots' were actually stealing themselves, and it was only when Judge Anderson bought a droid for herself in the hope of trapping the thieves that the fraud was discovered.

Botting is still practised by a fair number of citizens and was for a time the inspiration of a dance craze amongst punks. It is not illegal in itself but expert Botters are always closely watched by the Judges because of the potential for crime which they represent.

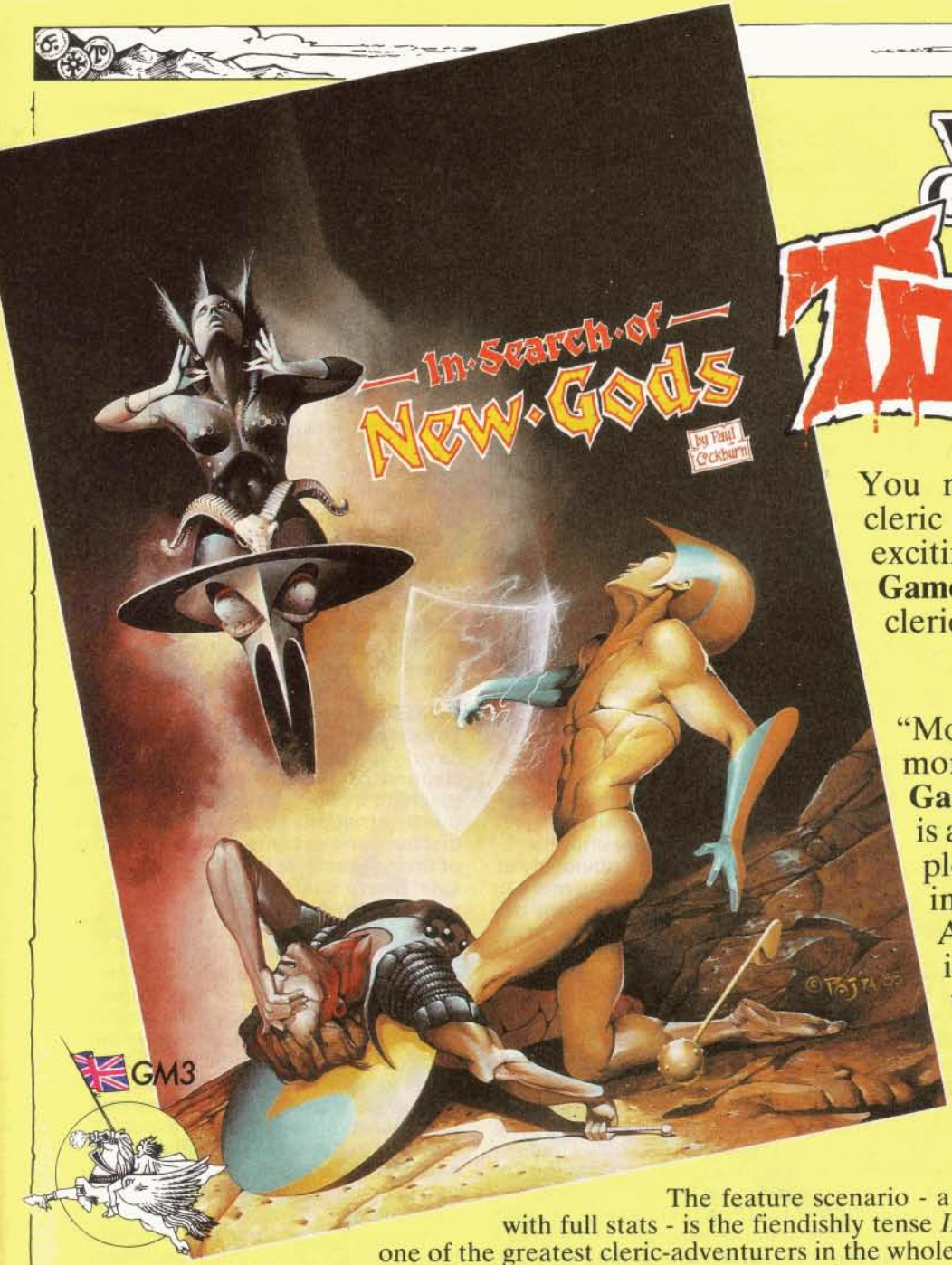
GAXERS

The craze of Gaxing was named after its originator, one Ernest Gaxan. He claimed to have invented a technique for reaching through to memories of previous incarnations so that citizens could discover and assume the personalities of their ancestors; who had lived in safer, more interesting and more romantic times.

Gaxing proved particularly popular with those unfortunate Juves who had fallen victim to unscrupulous comic-pushers such as Skinner and Sloper. Such people already lived in something of a fantasy world and, under the influence of Gaxan's hypnotic techniques, came to believe that they actually were characters from the comics they had read. Most other citizens who succumbed to the craze had Futsie tendencies and the craze is officially classified as a peculiar variant of the Future Shock Syndrome.

A typical Gaxer, then, after having visited one of Gaxan's clinics, became convinced that he was no longer a citizen of Mega-City One but was, in fact, a noble knight, a powerful sorcerer, or even some mythical being such as a dwarf or elf. In themselves such beliefs were not particularly harmful, but eventually the Gaxer became so deeply immersed in his fantasy that he was unable to accept the rest of Mega-City One as real. Instead he identified his fellow citizens as evil goblins, vehicles as fearsome monsters, towering city blocks as marauding giants, and Lawmaster bikes as terrible, fire-breathing dragons. The Gaxer would then arm himself with a makeshift sword or axe and set out to liberate the world from these abominations.

Of course the Justice Department acted to close down the clinics, but by that time Gaxan himself had become convinced by his own propaganda. Believing himself to be a powerful wizard he appeared on a Vid-in show claiming to have turned Judge McGruder (whom he saw as an evil witch) into a toad. He also claimed to have the power to do the same to any of her 'dragon-riding death-knights' and he was treated to ten years in the Psycho-cubes to prevent him from causing public disorders. □



When The Going Gets TOUGH!

You need all the help your cleric can give you. And in the exciting third issue of **GameMaster Publications** the cleric steps into the front line.

"More than just a magazine, more than just a module" - **GameMaster Publications** is a source of the most complete source of great gaming ideas for the D&D and AD&D games. The third issue is out now, and features the cleric character class, with ideas from the best gaming writers in the UK.

The feature scenario - a complete, 32-page adventure with full stats - is the fiendishly tense *In Search of New Gods*. When one of the greatest cleric-adventurers in the whole Kingdom seems to have gone mad that might be bad enough. When he then dies in a mysterious foreign land, where priests worship their dark, strange gods, that might be even worse. But what price the Old Gods when the former hero's closest friends start showing signs of this strange madness too?

The player-characters are quickly drawn into a web of the darkest kinds of intrigue, when the alien Gods of the sinister Land of the Priest Kings take on the established church in a peaceful Kingdom. Their agents move secretly, constantly throwing obstacles in the PCs way. In the end, who can they trust, and how can they overcome this menace? The answer lies at the end of a long trail, following the swathe of destruction caused by the converted followers of the dead cleric-adventurer.

This scenario is designed for a party of 4th-7th level adventurers, and involves wilderness and semi-dungeon action. Complete information is presented to allow this to be played in either the Zhalindor or Pelinore campaigns.

And complementing the main adventure, GM3 has a feature article on the cleric character class by Graeme Davis; further developments in the highly-popular Pelinore campaign world; a Brief Encounter introducing four new creatures in a ready-to-play setting; *plus* full magazine features; news, reviews, letters, comment ....

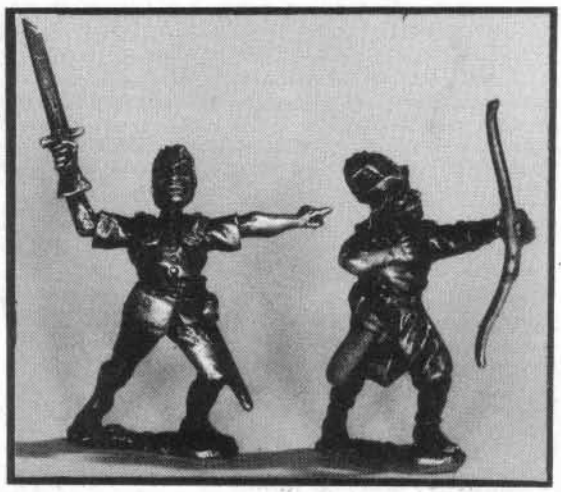
GameMaster Publications #3 - just £3.50 from your local hobby shop. Compare this value to anything currently available, and you'll see why GameMaster Publications is making the headlines.

GameMaster Publications, 41 Millfield Road, Kimberley, Notts., and 53 Victoria Park Road, Cambridge, Tel. (0223) 67118

D&D and AD&D are Trade Marks referring to the DUNGEONS & DRAGONS and ADVANCED DUNGEONS & DRAGONS role-playing games. These Trade Marks are registered in the UK & USA, and owned by TSR Inc. These trade marks are not used with the permission of TSR Inc, and the material in the magazine is not approved by TSR.

ESSEX FANTASY

25mm ROLE PLAYING MINIATURES



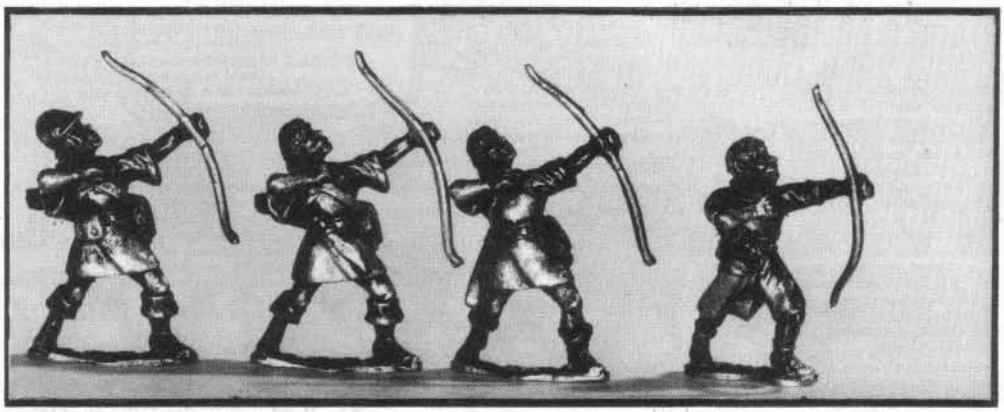
NEW WOOD ELVES

103	Archers firing 3 different figs per pack	92p
104	Archers firing 3 different figs per pack	92p
105	Leader with sword pointing	39p
106	Leader rallying men	92p
107	Armoured leader with sword and dagger	92p
108	Female archers 3 different figs per pack	92p
109	Spearman 3 different figs per pack	92p
110	Females with spears 3 different figs per pack	92p
111	Two handed swordsmen 3 different per pack	92p
112	Fighter with axe	39p
113	Fighter with two swords	39p

GREAT NEW WOOD ELF ARMY OFFER

60 FIGURES JUST £15.95 POST FREE

DON'T MISS IT!



AMERICAN EXPRESS — TELEPHONE ORDERS 0268 682309 — VISA — ACCESS

ESSEX MINIATURES, UNIT 1, SHANNON CENTRE, SHANNON SQUARE, THAMES ESTATE, CANVEY ISLAND, ESSEX

KRACKERS GAMES SHOP

HAVE MOVED!!

We are now at :

5 BATH STREET, TAUNTON

Tel: Taunton 85057

Also we are now open 6 days a week!!

The widest range of role-playing, war and sports games in the south-west.

JOTO

7 Lawrence Sherriff Street, Rugby CV22 5EJ Warwickshire

Tel: Rugby (0788) 62372

Open Mon-Sat 9.00am-5.30pm

Discount scheme for clubs

GAMES STORE

161, Linthorpe Road, Middlesbrough, Cleveland. Telephone: (0642) 247553).

Stockists of:-
Games Workshop, Citadel, Games (of Liverpool), Tabletop, Skytrex, TM Games, Denizen, Torchlight, Flying Buffalo, Standard Games, and many more.

Computer software:
For the most popular computers ie. C64, C16, Spectrum, Atari, BBC, Amstrad and MSX etc.
Mail order (+12½ %) P & P.

ESDEVIUM GAMES

LOW COST MAIL-ORDER SPECIALISTS —

● Come & see the BIGGEST & BEST Selection of Games, Rules & Accessories in the South

Wide selection of boards, pieces & sets for CHESS, GO, SHOGI, MAH JONG, BACKGAMMON, TRI-CHESS, CITADEL, GRENADIER, PRINCE AUGUST + ASGARD Fantasy and Science Fiction miniatures at manufacturer's prices. P&p 10% (30p min.-£1.30 max.). Overseas p&p 30% (80p min.)

Science Fiction

Dune (AH) **£16.95**
Spice Harvest **£9.50**, The Duel **£13**
★ Judge Dredd **£9.95**
Freedom in the Galaxy (AH) **£20.95**
★ Starfleet Battles (TF) I, II & III **£19.95 ea.**
Captain's Logs 1, 2, 3 **£5.50**
★ SSD Books 1-6 **£4.95 ea.**
★ SFB Commanders Rulebook 1, 2 **£10.95 ea.**
☆ Update 1 **£5.95**, Reinforcements **£8.95**
Sup III: Fast Patrol Boats **£10.95**
★ Battlecars (GW) **£8.95**
Battlecars/Car Wars Expansion: Ultra Force, Turbofire, Hell on Wheels (GW) **£6.50 ea.**
Streetfighter £7.95
★ Ogre, GEV **£6.95 ea.**, Ogre Book (SJG) **£5.95 ea.**
★ BattleTech (FASA) **£15.95**
★ Black Widow, Fox's Teeth **£6.95 ea.**
★ Car Wars De Luxe (SJG) **£19.95**
Car Wars (SJG) **£6.95**
◇ CW Expansion Kits 1-8 **£3.95 ea.**
CW Crash City (SJG) **£6.95**
CW Truck Stop (SJG) **£6.95**
CW Convoy S **£6.95**
★ CW Road Sections 1–3 **£4.95 each**
★ Uncle Albert's Catalogue **£4.95**
Star Frontiers (TSR) R **£9.95**
Modules SF1, SF2, SF3, SF4 **£4.95 ea.**
SFAD 5, SFAD 6 **£4.95 ea.**, Screen **£4.50**
SFAC 4 Zebulon's Guide **£9.95**
SF Knight Hawks **£9.95**
Module SFKH1,2,3,4 **£4.95 ea.**
Ringworld (Ch) R **£26.95**
Paranoia R **£19.95**, Screen **£5.95**
Adv. Orange, Adv. Yellow **£6.95 each**
Send in the Clones **£6.95**
Stellar Conquest (AH) **£24.95**
Dr. Who RPG (FASA) £14.95
◇ Lords of Destiny, Iytean Menace **£4.95 ea.**
◇ The Daleks **£7.95**

SF-Traveller R, S (GDW) £8.95

Traveller Book **£8.95**
◇ Highguard, Mercenary, Scouts.
◇ Merchant Prince **£3.95 ea.**
◇ All Supplements **£1.95 ea.**, Introduction **£0.75**
Atlas of the Imperium **£7.95**
◇ Alien Module 1: Aslan 2.K'Kree, 3 Vargr, 4 Zhodani, 5 Droyne **£4.50 ea.**
Spinward Campaign **£4.50**
Pilots Guide to Dresilthar, Undersea, Mountain Environments **£4.25 ea.**, Desert Environment **£4.75**

Scenarios
The Adventure Book **£7.95**
◇ Signal GK **£1.95**
◇ Earlier Adventures (1-12) and Double Adventures 1-6 **£1.95 ea.**
Doom of the Singing Star (JG) **£8.95**
Disappearance at Aramat **£5.95**
★ Tarsus (Module 1) **£7.95**
★ Module 2: Beltstrike **£7.95**
Wanted: Adventurers, Startown Liberty, Lee's Guide I, Ascent to Anekthor **£4.25 ea.**
Duneraiders, Drenslaar Quest **£4.75 ea.**

SF-Star Trek R (FASA) £9.95

★ Ship Combat **£9.95**, Update **£6.95**
Trader Captains & Merchant Princes **£6.95**
◇ Romulan Recognition Manual **£4.95**
Federation Ship Manual **£5.95**
◇ Klingon Recognition Manual **£4.95**
◇ The Triangle **£8.95**
◇ Triangle Campaign **£7.95**

Scenarios:
The Vanished, Witness for the Defense
Denial of Destiny **£4.95 ea.**
Demand of Honour, Margin of Profit
The Orion Ruse **£4.95**
Termination 1456, The Outcasts **£4.95 ea.**
Where Has All the Glory Gone? **£4.95**
StarTrek Mini-Games **£6.95**
In Search of Spock, Struggle for the Throne.

◇ **Special Offer**
★ **New Arrival**
R **Role Playing Rules**
S **Plays Solo**
B **Boardgame**
M **Miniature Rules**

Fantasy Games

★ Warrior Knights (GW) **£14.95**
Chill: Black Morn Manor (Pace) **£12.95**
◇ Arabian Nights (WEG) **£19.95**
Deathmaze **£4.95**
Dungeon (TSR) **£6.95**
Quest for the Dungeonmaster (TSR) **£5.95**
Sorcerer's Cave (HPG) **£9.90** Exp Kit **£4.50**
Mystic Wood (HPG) **£9.90**, Exp Kit **£4.50**
★ Barbarian Kings (SPI) **£5.95**
Dragon Riders of Pern Boardgame **£16.95**
Dragon Riders of Pern Action Bookgame **£12.95**
Talisman **£10.95**
Talisman Expansion **£4.95**
★ Elric (AH) **£16.95**
◇ Cleric's Revenge (ICE) **£12.95**
Iliad, Odyssey (IT) **£9.95 ea.**
◇ Zargo's Lords (T) **£13.95**
★ City of Sorcerers (SGP) **£9.95**
Illuminati (SJG) **£7.95** Exp Kits 1,2,3 **£6.95 ea.**
★ Dragon Pass (AH) **£16.95**
Magic Realm, Dragon Hunt (AH) **£16.95**
Titan **£16.95** Wizards (AH) **£20.95**
★ Fellowship of the Ring (ICE) **£18.95**
☆ Lonely Mountain (ICE) **£9.95**
☆ Battle of the Five Armies **£14.95**
Riddle of the Ring (ICE) **£18.95**
★ **Wabbit Wampage (Pace) £12.95**

Fantasy — Role Playing Dungeons & Dragons (TSR) R

★ Basic Set **£9.95**, Expert Set, Companion Set, **Masters Set £10.95 ea.**
Players Handbook, Unearthed Arcana, Oriental Adventures **£11.95 ea.**
Monster Manuals I & II, Fiend Folio, Legends & Lore **£10.95 ea.**
Dungeon Masters Guide **£12.95**
TSR Adventure Modules (levels) (1-3) B1-9, N1, BSolo, T1, N1, U1, U2, UK5 **£5.50 ea.** ★ C3 **£4.50**
★ **T1-4 Temple of Elemental Evil £10.95**
MV1 (Solo) **£4.95**, UK5 **£5.50**
(2-4) L1, (2-5) L2, (3-5) U3 **£5.50 ea.**
★ XSOLO (4-6) – Lathan's Gold **£5.50**
(3-14) X1, 2, 3 (6-9) X4,5 (9-12) X6,7,8 **£5.50**, 01,2,MV1 **£4.95 ea.**
(9-12) EX1, 2, XL1 **£5.50 ea.** (10-14) X10 **£7.50**
★ (3-5) UK-2, UK-3, UK-4 **£5.50 ea.**
(4-7) A1,4 UK1, C4, C5 **£5.50 ea.**, A2,3 **£4.95 ea.**
(5-7) I1,2,3,4 **£5.50 ea.** C1,C2, UK6 **£4.95 ea.** I5,6 **£5.50 ea.**, (4-8) I7 **£5.50**
(5-7) DL1-7, 10 **£5.50 ea.**, DL8,9 **£6.50 ea.**
(5-10) S2 **£3.95** (6-10) S4 **£6.50**
(6-10) WG4 (6-14) S1 **£5.50 ea.**
★ (7-9) I5 **£5.95**, UK7 **£5.50**, (8-12) S3 **£6.50**
(6-9) G1-2-3 **£5.50**, (+) D1-2 **£5.50**
(10-14) D3, Q1, (9-12) WG5 **£5.50 ea.**
WG6 **£6.50**, (10-14) CB1,CB2 **£5.50 ea.**
(15+) CM1-4 **£5.50 ea.**, CM5 **£5.95**
AC1 **£4.95**, AC2 **£4.95**, AC3 **£3.95**
World of Greyhawk **£10.95**
AC2 Shield **£4.50**, AC7 Master Players Screen **£5.95**
AC1 Shady Dragon Inn **£4.50**, Dragon Tiles I & II **£3.95 ea.**
AC4 — Book of Marvellous Magic **£5.95**
ADD DM's Screen **£4.95**
★ Battle System **£16.95**, Module H1 **£7.95**

Role Playing Aids

◇ Handbook of Traps & Tricks (DT) **£7.95**
Monster File No. 1 (DT) **£4.95**
Dungeon Floorplans 1-4 **£2.99 ea.**
Grimtooth's Traps 1, 2 **£3.75**
★ City Book 1 **£5.95**, II **£9.95**
★ Dragon Tree Spellbook (DT) **£5.95**
★ Book of Artifacts (DT) **£5.95**
★ Book of Plots (DT) **£5.95**
Desert Plots (DT) **£5.95**
★ Necromican **£4.95**
★ Booty & the Beasts **£6.95**
★ DM's Book of Misfit Magic I,II (Tri Tac) **£1.75**
★ Palladium Books of Weapons & Armor, Weapons & Castles, Weapons & Assassins, Weapons of the Orient, Contemporary Weapons **£4.95 ea.**
Spellcasters' Bible (TriTac) **£5.95**
Monster Squash **£1.75**
The Armoury **£9.95**

Role Playing Scenarios

Thieves' World (Ch) **£19.95**
Curse on Hareth (Comp) **£9.95**
Plague of Terror, Streets of Gems, Brotherhood of the Bolt **£6.95 ea.**
Harn **£12.95**, City of Harn **£7.95**, Ivinia **£12.95**
Gods of Harn **£7.95**
Encyclopaedia Harnica 5-15 **£3.95 ea.**
Lythia, Rethem, Chybisa **£8.95 ea.**

Other Role-Playing Games

Bushido (FGU) **£8.95**. Modules **£4.45, 95p**
★ Chill **£9.95**
Scenarios 1-8, Screen **£4.45**, Things **£5.95**, Vampires **£7.45**
Evenings of Terror **£7.95**
Chivalry & Sorcery (FGU) **£17.75**
Sourcebooks 1 **£6.95**, 2 **£5.75**
Swords & Sorcerers **£5.45**
★ The Dragon Lord & The Songsmith **£4.45 ea.**
Champions (Hero) **£12.95**, Screen **£4.95**
Champions 2 **£8.95**, 3 **£8.95**
Enemies 1,2,3 **£5.50 ea.**
Adventures 1-4 **£5.50 ea.**
Organisation Bk 1 & 2 **£5.50 ea.**
★ Conan RPG (TSR) **£9.95**, CN1,2,3 **£4.95 ea.**
Dare Devils (FGU) **£13.45**. Adv 1-4 **£4.45 ea.**
★ **DC Heroes RPG £11.95**
Blood Feud, Seige **£4.95 ea.**
Dragonroar (SGP) **£12.95**
★ Golden Heroes (GW) **£8.95**
Supervisors Pack **£3.95**
Legacy of Eagles £4.95
Queen Victoria & the Holy Grail £2.95
GURPS-Man to Man Combat **£10.95**
Orc Slayer **£5.95**
★ Heroes Unlimited (Pd) **£12.95**
★ Indiana Jones RPG (TSR) **£9.95**, IJ1-4 **£4.95 ea.**
IJAC1, Judge's Pack **£4.95 ea.**
★ **Judge Dredd RPG £10.95**
Judgement Day **£3.95**
★ Justice Inc. (Hero) **£14.95**
Trail of the Golden Spike **£4.95**
Lands of Mystery **£9.95**
Lands of Adventure (FGU) **£10.75**
Lords of Creation (AH) **£12.95**
Horn of Roland, Yeti Sanction, Omegakron **£7.80 ea.**
Marvel Superheroes Game (TSR) **£10.95**
Modules MH1-8 **£3.50 ea.**
Accessories MHAC1-4,7,8 **£3.50 ea.**
MHAC6 **£4.50**
Mechanoid Invasion (Pd) **£3.25**
Journey **£4.95**. Homeworld **£6.50**
Merc (FGU) **£10.75** Suppl 1, Rhodesia **£4.45 ea.**
Mercenaries, Spies & Private Eyes **£5.95**
Jade Jaguar S **£1.95**, Stormhaven **£5.95**
Raid on Rajallapur **£5.95**
Morrow Project **£5.95**
Lucifer, Chicago, Starnaman **£5.50 ea.**
★ Timemaster (Pace) **£9.95**
Scenarios 1-8 & Screen **£4.45**
Time Tricks £7.95, Eye of Wotan **£4.45**
To Challenge Tomorrow (RagN) **£5.95**
Triad **£3.30**, London By Night **£5.95**
◇ Toon (SJG) **£8.95**
◇ Toon Strikes Again (SJG) **£4.95**
Silly Stuff **£4.95**

Call of Cthulhu (Ch) £9.95

◇ Cthulhu Companion **£5.95**, Screen **£6.95**
Death in Dunwich **£6.75 ea.**
◇ Shadows of Yog-Sothoth, Asylum, Fungi from Yuggoth, Curse of the Cthonians, Trail of Tsathogghua **£8.95 ea.**
Pursuit to Kadath, Whispers from the Abyss **£8.95**
Monhegan Island **£5.95**
Fragments of Fear **£5.95**
Alone Against the Dark **£7.95**
◇ Masks of Nyarlathotep (5 Scen.) **£13.95**
Glozel est Authentique **£6.75**

Spacemaster (ICE) £19.95

◇ Tech Law, Future Law **£9.95 ea.**
Imperial Crisis **£9.95**
Akaisha Station **£3.95**

Middle Earth Role Playing (ICE) Bxd £9.95

Screen, Rulebook **£5.95 ea.**
◇ Sourcepacks: Bree, Dagorlad, Shelob's Lair, Trollshaws, Paths of the Dead, Goblins Gate and Eagle's Eyrie, Thieves of Tharbad **£3.95 ea.**
Riders of Rohan **£9.95**
Solo Gamebook/Scenarios
Legend of Weathertop, Night of the Nazgul **£2.50 ea.**

Rolemaster (ICE) £29.95

Arms/Claw Law, Campaign/Character Law **£11.95 ea.**
Spell Law **£13.95**
Character Law, Campaign Law **£9.95 ea.**
Cloud Lords, Sinking Plains **£9.95 ea.**
Iron Wind **£7.95**
Creatures & Treasures **£9.95**

Middle Earth Play Aids

Guide/Map **£8.95**
Northern Mirkwood, Isengard, Umbar, Ardor, Angmar, Rangers of the North, Southern Mirkwood, Moria I **£9.95 ea.**

Historical Board Wargames

★ Imperium Romanum (TF) **£26.95**
★ **Firepower (AH) £22.95**
★ Yellowstone (AH) **£18.95**
★ Sixth Fleet (Vic) **£30.95**
★ Pax Britannica (Vic) **£24.95**
★ Dark Crusade (WWW) **£12.95**
★ East Wind Rain (3W) **£22.75**
Machiavelli (AH) **£14.95**
Middle Sea (FGU) **£19.75**
Assault (GDW) **£14.95**
Boots & Saddles **£14.95**
Reinforcements **£8.95**
★ Cobra (SPI/TSR) **£15.95**
Patrol (SPI) **£5.95**
Samurai Blades (SG) **£9.95**
Gunslinger (AH) **£20.95**
Tactics (AH) **£12.95**
Bull Run (AH) **£16.95**
Up Front (AH) **£26.95**
Banzai Exp **£12.95**
Ambush (Vic) S **£24.95**
Move Out S **£12.95**
Purple Heart **£22.95**
Pacific War (AH) **£44.95**
Mosby's Raiders (AH) S **£17.95**
Ace of Aces — Balloon Busting, Flying Machines, Rotary, Powerhouse **£15.95 ea.**
Squad Leader (AH) **£20.95**
Cross of Iron (AH) **£18.95**
Crescendo of Doom (AH) **£18.95**
G.I. Anvil of Victory (AH) **£30.45**
Col, CoD, Rogue, WWW Scenarios **£6.00 ea.**
★ Advanced Squad Leader Manual **£39.95**
★ Beyond Valor **£39.95**
Hell's Highway (Vic) **£20.95**
Eighth Army: Opern Crusader (GDW) **£9.95**
Normandy Campaign (GDW) **£9.95**
House Divided (GDW) **£9.95**
Soldier King (GDW) **£10.95**
Blue Max (GDW) **£14.95**
Fire in the East (GDW) **£49.95**
Their Finest Hour (GDW) **£39.95**
Fall of France (GDW) **£33.95**
Narvik (GDW) **£16.95**
Marita-Merkur (GDW) **£27.95**
Near East (GDW) **£14.95**
Western Desert (GDW) **£27.95**
Spain and Portugal (GDW) **£9.95**
Case White (GDW) **£16.95**
Torch (GDW) **£19.95**
Third World War (GDW) **£14.95**
Southern Front **£14.95**
Arctic Front (GDW) **£13.95**
Battle of Raphia, Lobositz (GDW) **£4.95 ea.**
Guilford Courthouse, Prague (GDW) **£4.95 ea.**
Battle of Alma (GDW) **£4.95**
Attack in the Ardennes (GDW) **£9.95**
Road to the Rhine (GDW) **£9.95**
Market Garden (GDW) **£9.95**
Suez '73 (GDW) **£13.95**
St. Lo (WEG) **£17.95**
Marlborough at Blenheim (WEG) **£5.50**
Battle for the Factories **£24.95**

Other Games

★ Cosmic Encounter (GW) **£10.95**
221B Baker St. (HPG) **£10.90**
Extra Case Sets 1, 2 **£3.95 ea.**
Sherlock Holmes — Consulting Detective Bxd **£14.95**
Mansion Murders **£8.95**
Queens Park Affair **£8.95**
Civilisation (HT) **£21.95**, (AH) **£24.95**
Interplay **£8.95**
1829 Nth or South (HT) **£24.95 ea.**
★ Spanish Main (HT) **£17.50**

Magazines

Imagine **£1.05**
Nexus **£2.95**
The Space Gamer (SJG) **£2.95**
The Fantasy Gamer (SJG) **£2.95**
The Dragon **£4.00 ea.**
White Dwarf **£1.00**
Best of White Dwarf Scenarios III **£2.00**
Breakout **£2.00**
Different Worlds **£2.55**
Grenadier **£3.00**
Traveller's Journal **£1.85**
Best of TJ 1-4 **£3.95 ea.**
Heroes (AH), General (AW) **£3.05 ea.**
Miniature Wargaming **£1.05**
Adventurer's Club (Hero) **£2.95**
The Beholder **60p**
J. Senseless Carn Soc **55p**
S.E.W.A.R.S. **65p**

These are just some of our games. Our catalogue contains details of virtually all games available in the U.K. Send 20p in stamps & 18p s.a.e. (overseas 4 i.r.c.) for a copy (or free with orders over £6.00)

MAIL ORDER CHARGES: *UK/BFPO/Under £9 – Add 50p. £9 and over – post free*
Overseas Surface Mail – Add 30% (Minimum 90p). Europe Air Mail – Add 40% (minimum £1). Air mail elsewhere – add 75% minimum £1.60) except Yaq. AH & Phl, IT, games – add 100%

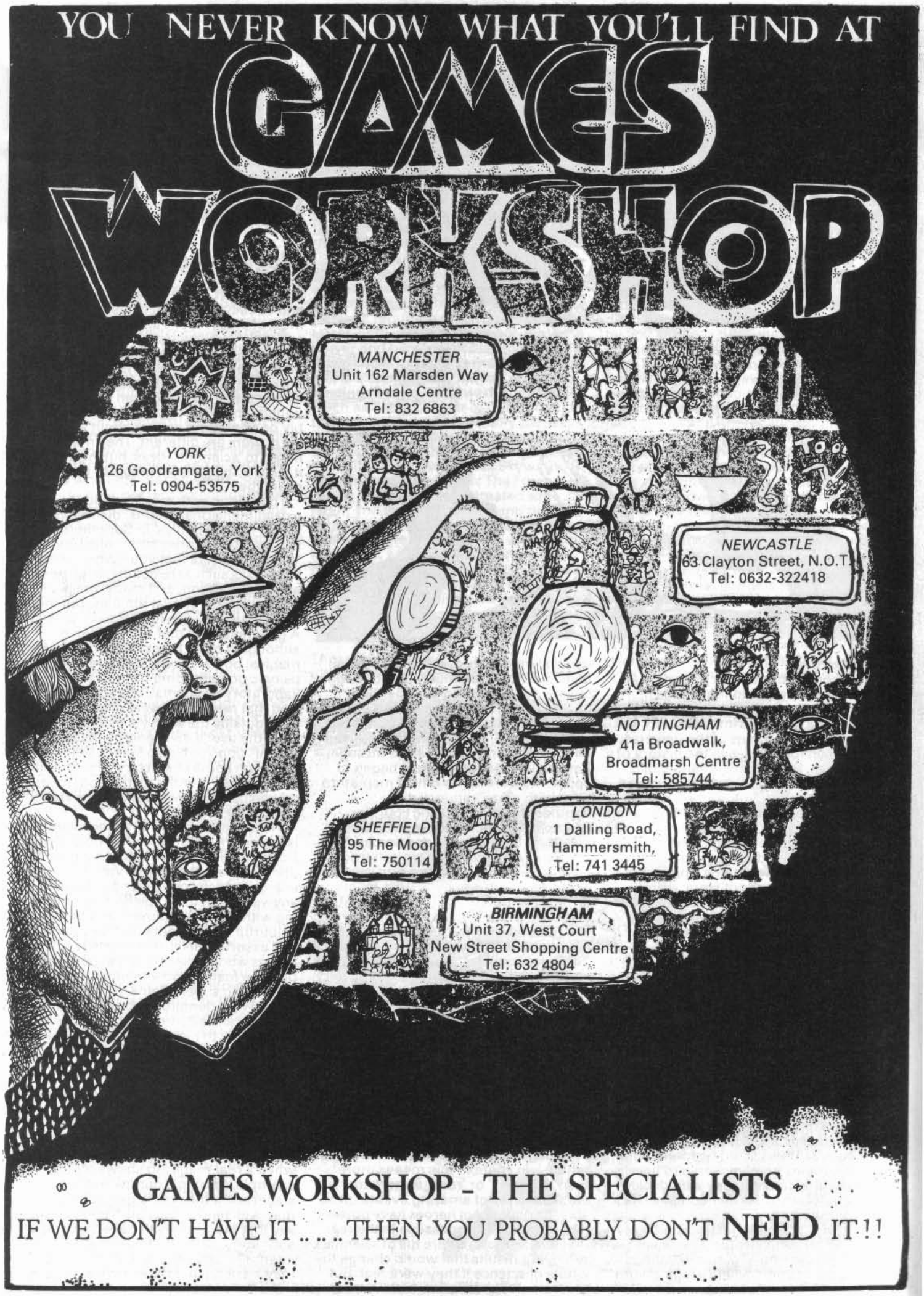
Payment in Sterling please

Buy it with Access

You may phone orders and pay by ACCESS

ESDEVIUM GAMES (7w)
185 Victoria Road
ALDERSHOT Hants GU11 1JU
Tel: Aldershot 311443
or (evenings) Farnham 722269

– NO POSTAGE ON MANY GAMES FOR REGULAR CUSTOMERS


YOU NEVER KNOW WHAT YOU'LL FIND AT
GAMES WORKSHOP
MANCHESTER
Unit 162 Marsden Way
Arndale Centre
Tel: 832 6863
YORK
26 Goodramgate, York
Tel: 0904-53575
NEWCASTLE
63 Clayton Street, N.O.T.
Tel: 0632-322418
NOTTINGHAM
41a Broadwalk,
Broadmarsh Centre
Tel: 585744
SHEFFIELD
95 The Moor
Tel: 750114
LONDON
1 Dalling Road,
Hammersmith,
Tel: 741 3445
BIRMINGHAM
Unit 37, West Court
New Street Shopping Centre
Tel: 632 4804
GAMES WORKSHOP - THE SPECIALISTS
IF WE DON'T HAVE IT.....THEN YOU PROBABLY DON'T NEED IT!!

SPELL

Magic in Superhero Games,

Introduction

Magic sometimes seems to occupy a rather uneasy place in the worlds of Superhero comics, alternately being viewed as a ludicrous implausibility and one of the great forces of the universe. The reason for this lies in the history of the comics, and the great variety of sources from which they are borrowed. On the one side, comic writers have drawn on the traditions of 'pulp' SF, and on such 'scientific', rationalistic archetypes as Doc Savage, and Conan Doyle's Lost World stories. On the other, they have borrowed much from supernatural, Gothic types of story, using ideas from horror films, writers such as H P Lovecraft and Bram Stoker, and ancient legends. In fact, these fields aren't as far apart as they appear – there's a very important link between science fiction and the Gothic tradition – but the clash between rationalism and mysticism can lead to problems for writers, and also for Superhero games.

Consider the very common 'Scientist Hero', who either builds himself special tools (Iron Man), combines superpowers with scientific skill and gadgetry (Mr Fantastic), or uses mostly 'innate' powers but has considerable scientific expertise to back them up (Spiderman). At one stage in comics history, characters such as these could be found fighting opponents who *appeared* to have supernatural talents; they would eventually be found to use technological trickery or hypnosis, or their powers would have some 'scientific' justification, however thin and implausible. This was all in the great tradition of detective stories and science fiction, where a logical hero could always disprove any suggestion of magic. However, this approach began to look dubious when the scientist-heroes began to encounter others who either had blatantly magical powers (such as Thor), or who were actual, out-and-out sorcerers (such as Dr Strange). Very soon exotic characters began to appear who brought a hint of magic into titles with more 'rationalistic' approaches; the Fantastic Four, for example, fought Dr Doom, who was 'A Master of both science and sorcery'. Today, a few characters have non-magical powers but thoroughly magical associations, such as the New Mutant Magik (Illyana Rasputin), who can teleport to and from a magical dimension where she rules as a witch-queen. Thus magic has become an important part of the 'Superhero set-up', while remaining a slightly odd and uncertain factor.

The Nature of Magic

At this point, we really ought to try and define 'magic' as it appears in the comics. Essentially, it is a mysterious force, often extra-dimensional in origin, which can achieve effects inexplicable by science, and which can be manipulated by certain non-human creatures, and by humans with the right knowledge, inherited ability, or devices.

To begin with, consider the term 'mysterious'. In context, this means more than 'amazing' or 'rare'. Superhero stories are full of amazing events; probably the majority of heroes have powers that are actually impossible in the real universe, and stories are full of scientists achieving results that would change the whole of science if they were real. But that's all part of the style of the comics, and equally important is the way that most of these results are given 'pseudo-scientific' justifications. A technically trained reader may be reduced to giggles by the ideas offered by the writers, but *in the comics' universes* a sufficiently trained scientist can usually understand what's going on, and probably do somethng with or about it. Magical powers are different. They may be linked to 'scientific' ideas, but in general it takes a specialist in magic to understand them.

This, along with magic's tendency for extradimensional origins, distinguishes magic from 'psionics' in Superhero stories. Many stories and characters use 'mental' powers that somewhat resemble magic, such as telepathy, telekinesis, and teleportation, and many 'magical' characters use similar abilities, but the two are usually viewed as quite distinct. A generalisation that can be drawn, although it often breaks down, is that magical powers come from training, psionic powers come from birth or 'laboratory accidents'. It is sometimes said that magical powers draw energy from outside the user, yet psionics come from the user's own 'energy reserves', but this approach also fails at times. Although some characters with 'mental training' can blur the distinction, magical and psionic powers should be viewed separately.

The extra-dimensional aspect of magic is important, if not actually crucial. Apart from allowing the writers to scrap such trivia as the law of conservation of energy (which comics tend to forget anyway), it justifies spells of summoning with fewer paradoxes, and brings in colourful tourist spots such as Limbo and assorted Hells, many with resident beings who possess major superpowers plus the malice and ingenuity to act as interesting supervillains. (Heroes presented with demonic opposition can feel very morally satisfied in their victories; it's gaining the victories that's the hard part.) Reference to other dimensions can also be made when magic achieves results 'inexplicable by science'.

This is the most amusing aspect of Superheroic magic. A rationalistic character may be able to cope with someone throwing energy bolts, reading minds, levitating, and so on, but when a *real* magician shows off by, for example, turning a pumpkin into a stagecoach, the poor super-scientist may well tend to despair. This is not to say that magic doesn't have 'laws' of a sort; sometimes, quite a complex and internally consistent set of principles may be deduced. What it *does* mean is

BOUND

by Phil Masters

that those laws of magic have little to do with such scientific laws that Superhero stories respect.

The beings who use magic are a mixed and peculiar crowd. The different kinds of character or creature which may be encountered in a magic-oriented story are discussed further below, but the different ways in which they may obtain their magical abilities are worth looking at. To begin with, some beings – usually non-human, frequently extra-dimensional – are naturally magical, and wield their powers with little mental effort. Such creatures need not be particularly intelligent; indeed, they include many demons, monsters, and so on that are downright moronic (usually displaying immense magically-powered strength). However, some inherently 'magical' beings are very intelligent indeed; those that combine large reserves of 'innate' magical power with intelligence and skill in its application are among the most formidable of spell-users.

Secondly, and related to the first category, there are human beings who inherit magical ability. Although comic writers generally distinguish magical and mutant powers, they (like many storytellers before them) often seem to view magical ability as genetically determined. A character whose ancestors, let alone parents, possessed sorcerous powers will usually have at least latent talent, and some (such as Talisman of Alpha Flight) may actually be able to use raw magical power without conscious effort. However, if magic is to retain its air of history, such 'instinctive magic-users' should be rare.

A variant form of magic-wielding character, often closely related to the 'inherited talent', is the 'accident victim'. This is in the great tradition of comic plots; if radioactive spider-bite victims, or space travellers can gain strange powers by accident, why not those who brush with the occult? The accident or other 'incident' may involve a tie-up with an inherently magical being (as in the case of the inactive Ghost Rider, who was subject to intermittently controllable demonic possession), a brush with raw power (perhaps tied up with some kind of family tradition), contact with an artifact (further discussed below – an example might be Dr Fate), or even simple death (as with Deadman); more complicated death leads to such oddities as vampirism or the Living Mummy syndrome.

If you can't pick up personal power, you can always pick up magical devices. Fantasy fiction has a long tradition of magical artifacts, often with plot complications attached (ask Frodo Baggins), and comics' plots often take up the idea. Magical items tend to be very old, with complicated histories and associations with powerful beings, and sometimes family associations, while even the most capable trained sorcerer or demon may use such for reinforcement of power, so the character possibilities and plot complications are immense. Examples well worth considering in the comics are Dr Strange's 'Eye of Agamotto' and the Black Knight's sword.

The last, but perhaps the best way to gain magical power as a comic plot character is sheer hard work. Traditionally, magical training is a long, difficult process, requiring much dedication and talent, and usually a teacher of immense power and personal eccentricity. Study of old books or suchlike may suffice, but this is a dangerously limited approach, tending to produce flawed characters (such as Silver Dagger in Dr Strange); tinkering with magic one only partially understands can be *very* foolish. Even the best self-taught character may need 'finishing' (remember Luke Skywalker in *The Empire Strikes Back*; The Force may not be magical, but it is treated similarly), and the location of – and relationships with – teachers can be entertaining plot topics. Teachers can be very peculiar beings, and may not be entirely human (Shaman of Alpha Flight received instruction from the spirit of his dead grandfather) or entirely benevolent (Illyana Rasputin was a disciple of the demonic Belasco for some years).

Those Who Know . . .

Characters who appear in magic-oriented scenarios may be of many different levels of power. At the lowest level are those who possess no special power of their own, but become associated with beings who do have powers. These tend to appear most often on the side of evil, as good spell casters will be too worried about the danger to the weak and unknowing to let many 'normals' become involved. Magical villains, on the other hand, will be only too happy to employ thugs and cultists as cannon-fodder, which can be a problem for opponents who don't like damaging weaker beings – however misguided – overmuch; the few 'normals' found around heroic magic-wielders – dependent NPCs and suchlike – have to be protected, whereas their enemies are frequently totally ruthless with 'lesser mortals'. Particularly tricky are cultists and fanatic followers of evil supernatural beings, who tend to be highly motivated, appallingly ruthless, and very hard to frighten off; fanaticism justifies giving such characters more physical and mental toughness and fighting ability than appearances would imply.

Next toughest are the lowest grade of magically-powered being. This category covers very low-grade demons and other supernatural beings, zombies and thugs or cultists who have been equipped with minor artifacts or granted limited powers by their very powerful leaders. Normal humans who have, accidentally or by study, gained some small measure of magical power should also be included here. (Perhaps their powers are restricted by circumstance, reliability or general applicability.) This is an under-used category, and one that

can repay thought. Beings of this kind should be constructed to match the very best agents employed by high-tech criminal groups, but with very different powers. In *Champions* terms, think of around 75-125 points including disadvantages; in *Golden Heroes*, a thug with good characteristics and one or two minor superpowers, or *one* spell or psionic talent, would be appropriate.

Next up are beings at about the same power level as the average player character hero or mercenary villain. This covers good but relatively inexperienced wizards, characters drawing all their power from some device or a single powerful spell, lesser vampires, werewolves, lesser independent demons and other extradimensional entities, and beings granted power as the favoured friend or pawn of some incredibly powerful entity. Origins aside, these are very similar to other superbeings in many ways, and for this reason need least discussion here.

Beyond these are the *really* powerful sorcerers (such as Dr Strange), the older vampires, some extradimensional beings, and a few others. (An interesting variant is the human sorcerer receiving reinforcement from some ultra-powerful master, such as Baron Mordo, Belasco, or Maximilian of the Coven in *WD 70*.) This is the magical version of the classic 'Mastermind' or 'Megavillain'. The evil type is an incredibly dangerous foe, who may be faced (and *perhaps* temporarily bested) at the end of a long and tricky campaign. The better-natured version should be a non-player character of far greater power than the best player hero, and may appear occasionally as a 'deus ex machina'. As always with powerful NPCs, these characters should be used sparingly; unbeatable villains are a threat to the players' self-esteem if overused, while friendly NPCs who outclass the player-characters may leave the heroes wondering why they bother – although they can be useful in some plotlines.

Last to consider are the real ultimates; the beings, almost invariably extradimensional, who could flatten every hero in the world simultaneously if they really wanted to. These are the gods of legend, the demon princes, elemental lords and arch-devils. It is probably a mistake to even write down statistics for such beings; although they tend to have distinct personalities, these are not so much characters as forces of nature, and if they have to take direct action, the GM should simply rule at the time what occurs. (An exception to this would be in high power campaigns based on the most flamboyant styles of the comics – such as *Thor*.) By tradition, such beings are unable to intervene directly in the world due to the nature of their home universes, unwilling to because of threats from equally powerful peers, or simply disinterested; thus they may be found to use super-beings as pawns or emissaries. These are interesting plot devices, but any GM should consider the nature of his or her campaign universe carefully before even hinting at their existence.

Sorcery in Action

Any GM deciding to run a Superhero campaign must make some decision about the place of magic within his or her world. As with other aspects of such games, a certain amount may be determined by the attitudes of the players and the types of characters they choose to generate, but the GM still has some decisions to make. The usual pattern is a small number of player character magic-wielders, perhaps appearing as a rather enigmatic bunch to the other heroes, participating mostly in conflicts with supernatural monsters, evil magicians and suchlike, against which they tend to act as a 'spearhead' or as advising experts. However, it is worth noting that alternatives exist.

No Such Thing. It would be possible to run a campaign in which magic simply did not exist. This would demand some small limits on the rules – no *Champions III* magic pools, a changed powers table in *Golden Heroes* – but it could work. Of course, magic comics' fans among the players would need persuading, but a technophile GM might consider the effort worthwhile. Such campaigns might include *apparently* magical events, of course, but rationalistic heroes could amuse themselves exposing such trickery. An amusing variant would be to *say* that a campaign had no magic, then slowly reveal to the heroes that some things are beyond their understanding, and they must pit their powers against forces from Hell itself. . . .

Something Else. In the best traditions of H P Lovecraft and pulp SF, this is a campaign setting in which magic is simply the use of warped science dreamed by utterly inhuman minds. Alternatively, magic could be a form of psionics, using strange mental disciplines – expressed as 'spells' – to release the powers of the human subconscious. Or perhaps a GM could mix the two ideas. In such campaigns, 'magic' would seem much as in other games, but certain hints to the contrary might eventually emerge. A difficult but enjoyable trick would be to conceal the true nature of magic at first, even from magic wielding heroes.

Nothing But. Lastly, consider a possible campaign in which nearly every incident had a supernatural element. The GM would have to require all the players to come up with suitable characters, but that should not be impossible; apart from 'straight' magicians, there are psionics ('wizards of the mind'), martial artists ('students of physical disciplines' – probably trained in the Mysterious Orient), and any number of openings for accident victims and amulet-wielders. Again, player co-operation would be necessary, but a campaign with a cohesive theme should be interesting in some ways (if limiting in others), and the heroes would have an excellent reason for uniting as a team – the Last Wielders of Ancient Lore, Guarding An Unknowing World from Dark Forces from Beyond The Limits of Science. . . .

Lastly, at some risk of stating the obvious, it may be necessary to re-state two principles of role-playing games. For one, the object of the exercise is enjoyment; the players and the GM should agree what adds to a campaign, and what confuses it overmuch. For the other, only one thing should determine what fits in a campaign and what doesn't; the answer, carefully considered, to the question Does It Feel Like It Belongs?

Happy Spellcasting! □

Virgin Games Centre
41-43 Standard Road
London NW10

Dear Customer

With the opening of our ninth branch in Plymouth and with an estimated turnover for 1986 of over **£5 million,** we can now lay claim to being the **worlds No. 1** retailer of specialist games.

Apart from having the largest specialist games shop in the world, at **100 Oxford Street,** we have several other claims to fame:
The **first** specialist games department in a Record Shop, (our **Leeds** Branch).
The first specialist games department in a menswear shop, (our branch in basement of **Burtons** in **Bromley).**

All of this has been achieved in less than two years, but none of it could have happened without you the customer and the support you have given each of our ventures. I would like to take this opportunity to thank you, for making **Virgin Games Centres** the **No. 1** specialist games shops in the world.

Further improvements for 1986 will be:
More branches; probably another 7 by the end of the year including our **first** branch in Europe. With many U.S. suppliers becoming 'Non-Exclusive' and, in conjunction with our sister company **Virgin Atlantic** we will be able to bring prices down and get new releases on our shelves **first,** weeks ahead of our rivals.

We like to think that we have become No. 1 because we put you, the customer **first** with a level of service second to none. In order for us to maintain our position therefore, I would ask you to write to me at the address above with any comments or suggestions you have regarding Virgin Games Centres.

Regards

Bob Malin
NATIONAL GAMES CENTRE MANAGER

ABERDEEN 172 Union Street ■ **BIRMINGHAM** 98 Corporation Street ■ **BRIGHTON** 157/161 Western Road
BRISTOL 18 Merchant Street ■ **BROMLEY** 140/144 High Street (in Burton Menswear) ■ **GLASGOW** 28/32 Union Street
LEEDS 94/96 Briggate ■ **PLYMOUTH** 105 Armada Way and ■ **LONDON** 100 Oxford Street W1

New shop opening 22nd April in TOP MAN, Oxford Circus

ttG

TABLETOP GAMES
53 MANSFIELD ROAD, DAYBROOK, NOTTINGHAM

P&P: 10% (min 16p) in UK.
OVERSEAS: Surface Mail 15% (min 15p); Airmail 60%.

SEND SAE FOR 24 PAGE CATALOGUE

REAPER 15mm FANTASY

CHARACTERS
12p each
F1 Magic User w/Staff
F2 Mag. User w/Wand
F3 Cleric in Chainmail
F4 Cleric in Plate
F5 Thief
F6 Assassin
F7 Bard
F8 Fighter in Chainmail
F9 Female in Plate
F10 Female MU
F11 Female Cleric
F12 Female Thief
F13 Female Fighter in Chainmail
F14 Female Fighter in Plate
F15 Dwarf in Chainmail with Axe
F16 Dwarf in Plate with Axe
F17 Dwarf in Chainmail with Sword
F18 Dwarf in Plate with Hammer
F19 Elf Magic User
F20 Elf Fighter

MONSTERS
Ape 15p
Ogre (25mm) 30p
Troll (25mm) 30p
Ghoul 12p
Skel'ton Warrior 12p
Liche 15p
Liz'man w Club 20p
Liz'man w Sw'd 20p
Naga 20p
Gargoyle 20p
Wyvern £1.95
7-head Hydra £1.75
Mounted Lord of Chaos 35p
Mounted Knight of Chaos 35p
Lord of Chaos 15p
Knight of Chaos 15p
Minotaur 15p

GIANTS
Hill (30mm) 45p
Fire (40mm) 95p
Frost (50mm) 95p
Stone (40mm) 80p
Ent 85p

FLYING REPTILE
With Lord of Chaos
Rider £1.50
(or Chaos Knight Rider)

DRAGONS
Red Dragon £1.95
Black Dragon £1.95

DEMONS
Winged Fiend (30mm) 40p
Satanic Archdeacon (40mm) 85p
Balrog (35mm) 85p
Manticore ..... 20p Giant Slug 20p

GOBLINS
Goblin Standard Bearer 25p
Goblin advancing with Sword 20p
Goblin attacking with Sword 20p
Goblin attacking with Axe 20p

CHARIOTS
2-Horse, Scythed Chariot with Rider 60p

REAPER

Revised Edition of the most popular Fantasy Wargame Rules £2.95
Attack of the Fungoid Trolls (first Reaper scenario) 75p
Reaper Starter Pack £14.50
(Basic Rules, dice & two small 15mm fantasy forces)

NEW 15mm REAPER FIGURES

Lizardman with Spear 20p
Lizardman with Axe 20p
Goblin with Spear 20p
Wizard on Throne 40p
Centaur with Bow 25p
Centaur with Spear 25p

ORCS
Orc with Axe 12p
Orc with Scimitar 12p
Orc advancing with Sword 12p
Orc with Spear 12p
Orc striking with Sword 12p
Orc mounted on Dragon 50p

CHARIOTS
Good £1.99
Evil £1.99

FANTASY & ROLE-PLAYING RULES
Monster Combat (TTG) £1.50
Once upon Time in West (Gun Fight) £3.90
Volume 4 of above £1.50
Rudis (Gladiatorial) £1.50
Retinue (Medieval Skirmish) £1.95
Heroes (Dark Ages) £2.95
Pony Wars (Indian Fights) £1.95

SF RULES (TTG)
Combat 3000 ..... £1.95
Combat 3001 (for above) £1.75
Starguard £1.50
Starhound (Fighter Combat) £1.75
Encounter (Space Action) £1.75

Metal Magic

SUPERB NEW RANGE OF 25mm FANTASY FIGURES BY GERMANY'S LEADING DESIGNER, FROM TTG.

THE TAVERN
TV1 Bar 60p
TV2 Table 45p
TV3 Benches(2) 45p
TV4 Pile of Kegs 35p
TV5 Barrel on Stand 45p
TV6 Bar Stools(2) 45p
TV7 Landlord 45p
TV8 Landlord's Wife 45p
TV9 Serving Wench carrying turkey on platex 45p
TV10 Pair of seated drunks 45p
TV11 Sleeping drunk 45p
TV12 Whore with client 50p
TV13 Blind Beggar 45p
TV14 Blacksmith with hammer 45p
TV15 Rich Merchant 45p
TV16 Woman Fruit seller 45p

COMPLETE SET £7.00 (POST FREE)

THE ALCHEMIST
AL1 Alchemist seated on stool 45p
AL2 Alchemist's assistant 45p
AL3 Table 45p
AL4 Benches(2) 45p
AL5 Cauldron on a fire 35p
AL6 Familiar 35p
AL7 Book Shelves 60p
AL8 Potion Shelves 60p
AL9 Mystic Ring floor slab 30p
AL10 Stools(2) 45p

COMPLETE SET £4.50 (POST FREE)

FEMALE MAGIC USERS
17a Sorceress reading book 45p
17b Wicked Witch 45p
17c Naked Sorceress with snake familiar 45p
17d Evil Sorceress 45p
17e Good Sorceress in pointed hat waving wand 45p

HALFLINGS
18a with Sword & Shield 35p
18b with Sling 35p
18c Female thief 35p
18d Pulling Large Sword 35p
18e with Bow 35p

ORCS (2)
19a with two - handed axe 45p
19b with two - handed poleaxe 45p
19c Firing Bow 45p
19d Loading Bow 45p
19e with Club 45p

PALLADINS
20a Full plate with two - handed sword 45p
20b Full plate with long Sword 45p
20c Full plate with Sword & Shield 45p
20d Chainmail with Two - handed Sword 45p
20e Chainmail with Mace 45p

NEW FROM TABLETOP GAMES

NEW 15mm VEHICLES AND EQUIPMENT FOR LAZERBURN

15mm VEHICLES by TTG (formerly by QT Models)

ROBOTS (75p ea unless stated)
DR1 Imperial Spider
DR2 Imperial mine sweeper
DR3 City Patrol Unit
DR4 Warbot with power claw
DR5 Warbot with two Gyroblasters
DR6 Imperial Bomber unit (50 ea)

VEHICLES & EQUIPMENT
V101 Civilian Flit Car (50p)
V102 Law Officer Air Raft (£1.25)
V103 Hover Van (75p)
V104 Hover Support Wagon (£1.00)
V105 Sabre Class Jetcopter (£1.25)
V005 Heavy Laser Cannon (95p)
V006 Weapon Pack (50p)
Light Laser Cannon
Light Bolt Cannon
Light Mortar
207 Jetbike and Rider (30p)
207a Jetbike only (25p)

LASERBURN

NOW A COMPLETE SCI-FI COMBAT & & ROLE-PLAYING SYSTEM.
LASERBURN RULES (basic) £1.95
FORCES OF THE IMPERIUM £1.75
IMPERIAL COMMANDER (military combat rules) £1.95
ADV. LASERBURN & ALIENS £1.95
ROBOT BOOK £1.95

LASERBURN SCENARIOS
Bunker 17 ..... £1.50
Tarim Towers Heist £1.50
Sewerville Shoot-Out £1.50
Sea Prison Siege £1.50

STARTER PACK ..... £7.95 (inc p&p)
(Rules; Bunker 17; 15mm Figures & dice)

Full range of Figures & Vehicles available for LASERBURN.

NEW!
'SCAVENGER'
A Solo Laserburn Scenario £2.50
Become an 'organ-legger' and ply the universe in this 'endless' solo book based on the LASERBURN system.

25mm ASGARD FIGURES

DWARFS *(SUPERB RANGE OF DWARFS, IN OUR OPINION, THE BEST WE'VE SEEN)*
DW1 Adventurer 60p
DW2 Dwarf Axeman 60p
DW3 Dwarf with Hammer 60p
DW5 Dwarf hero 60p
DW4 Dwarf Spearman 60p
DW6 Black Dwarf 60p
DW7 Dwarf Scout 60p
DW8 Dwarf Lord 60p
DW9 Dwarf Shield-Maiden 60p
DW10 Dwarf Crossbowman 60p
DW11 Dwarf with Arquebus 60p
DW12 Dwarf Mercenary 60p
DW13 Dwarf Pikeman 60p

BARBARIANS
BP1 Clonar Sternbow 65p
BP2 Taran Firedaughter 65p
BP3 Kern the Reaver 65p
BP4 Koth Beasthelm 65p
BP5 Mad Rollo 65p
BP6 Serni the Darkling 65p
BP7 Arflane the Archer 65p
BP8 Aurock Stormkin 65p
BP9 Skai Wolfbane 65p
BP10 Alric Mancleaver 65p
BP11 Two Cuts 65p
BP12 Maxx the Ragged 65p

GAMES+PUZZLES

Sir Isaac's Walk COLCHESTER 574781 • 1a Back of the Inns NORWICH 660350

THIS MONTH!

TERROR OF THE LICHEMASTER,
NIGHTMARE IN NORWAY,
ADVANCED SQUAD LEADER.
PLUS MANY MORE NEW RELEASES

TOPPERS

OF CHESTER

THE LAND OF FANTASY
FOR ALL YOUR GAMING NEEDS

Dungeons & Dragons, RuneQuest and most RPGs plus aids and supplements
Avalon Hill—Citadel—Grenadier
Prince August—Paints and magazines.

Mail Order accepted
Upper Level, 16 mercia Square,
off Frodsham Street, Chester.
Tel: Chester 28802

The COMPLETE

Temple of Games for London and the Home Counties

LEISURE GAMES

AT

91 BALLARDS LANE FINCHLEY, N3

01-346 2327

(Just 3 minutes walk from FINCHLEY CENTRAL UNDERGROUND)

OPEN 6 DAYS A WEEK 9.30am-6.00pm (SAT – 5.30pm)

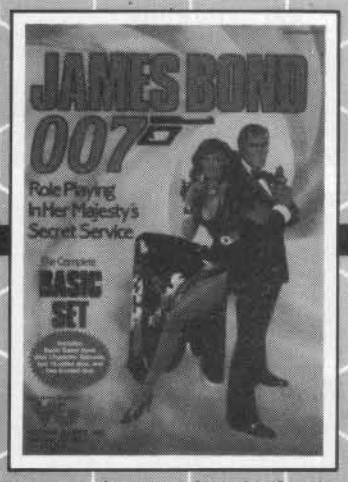
FULL RANGES OF: AVALON HILL, BEAST, CITADEL, COLUMBIA, FGU, GRENADIER, GDW, JUDGE'S GUILD, MAYFAIR, PACESETTER, PRINCE AUGUST, SLEUTH, STANDARD, TSR, TORCHLIGHT, VICTORY, – and much, much more – TRY US!!

We can now offer mail order – send SAE for details

TM GAMES

Over 150 Games and Extension Modules to choose from!

Authorised Distributors in the United Kingdom & Europe for The Avalon Hill Game Company & Victory Games Inc., New York, NY



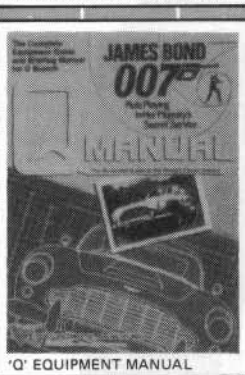
ENTER THE EXCITING WORLD OF JAMES BOND

Now you can experience the thrills, pleasures and perils in the life of a Secret Agent! The James Bond role-playing rules allow you to survive in the violent and dangerous world of international espionage — ready to undertake further hazardous missions for 'M'.

© Eon Productions Limited/Glidrose Publications Limited (1984)

GAMESMASTER PACK

GAMESMASTER SUPPLEMENT



'Q' EQUIPMENT MANUAL

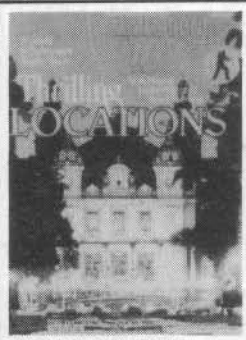
BEATTIES OF LONDON
CENTRAL LONDON:
202 High Holborn, WC1V 7BD.
NORTH LONDON:
10 The Broadway, Southgate, N14 6PN.
ROMFORD:
7/11 High Street, RM1 1JU.
WATFORD:
70 The Parade, High Street, WD1 2AW.
SOUTH-EAST:
210 Lewisham High Street, SE13 6JP.
CROYDON:
135a North End, CR0 1TN.
KINGSTON-UPON-THAMES:
30/32 Eden Street, KT1 1EP.
SOUTHAMPTON:
114 East Street, SO1 1HD.
BRIGHTON:
4/8 Dyke Road, Sussex, BN1 3FE.
BIRMINGHAM:
26 South Mall, Birmingham Shopping Centre, B2 4XD.
LIVERPOOL:
36/37 Dawsons Way, St. John's Centre, L1 1LJ.
BLACKPOOL:
19 Houndshill Centre, Victoria Street, FY1 4HU.
BRISTOL:
17/19 Penn Street, BS1 3AW.
CARDIFF:
North Gate House, Kingsway, CF1 4AD.
LEEDS:
16/18 King Charles Street, LS1 6LT.
MANCHESTER:
4/6 Brown Street, *off* Market Street, M2 1EE.
NOTTINGHAM:
3 Mount Street, NG1 6JW.
SHEFFIELD:
38 Pinstone Street, S1 2HN.
NEWCASTLE:
43/47 Pilgrim Street, NE1 6QE.

VIRGIN GAMES CENTRES
100 Oxford Street, London, W1N 9FB.
Tel: 01 637 7911/2.
94/96 The Briggate, Leeds, LS1 6NP.
Tel: 0532 432606.
172 Union Street, Aberdeen, AB1 1QT.
Tel: 0224 645851.
157/162 Western Road, Brighton, BN1 2BB.
Tel: 0273 29646.
18 Merchant Street, Bristol, BS1 3EP.
Tel: 0272 294774.

HAMLEYS
LONDON:
188/196 Regent Street, W1R 5DF.
BATH:
Milsom Street, Bath.
BIRMINGHAM:
Colemore Road, Birmingham.

Victory Games Inc. VG ★ AH

LONDON:
Selfridges,
Gift Department, 4th Floor, Oxford Street, London.
Harrods,
Adult Games Department, Ground Floor, Knightsbridge, London.
Games People Play,
5 Wellington Terrace, London, W2.
Tel: 01 553 4345.
NORTH LONDON:
Leisure Games,
91 Ballards Lane, Finchley, N3.
BATH:
Cyril Howe,
13/14 Cheap Street, Avon.
NEWCASTLE:
Leisure World,
2 High Friars, Eldon Square, NE1 7XG.
ROMFORD:
Victoria Model Railways,
1 Old Mill Parade, Victoria Rd., Romford, Essex.
STOKE-ON-TRENT:
Fantasy World,
10 Market Square Arcade, Hanley, Stoke-on-Trent.
SCOTLAND:
SB Hobbies,
79 Main Street, Prestwick, Ayrshire.
Tel: 0292 70711.
West Coast Models,
83 Cathcart Street, Greenock, Scotland.
Tel: 0475 87738.
John Menzies plc.,
107 Princes Street, Edinburgh.
36 Argyll Street, Glasgow.
OVERSEAS:
Spielerei,
Maria Hilfer Strasse 77/79, 1060 Wien, Austria.
Josef Kober,
Grablin 14/18, A1010 Wien, Austria.
Codaco s.p.r.l.
1072 Chausse, Belgium.
Jeux Actuels,
BP534, 27005 Evreux Cedex, France.
L'Oeuf Cube,
24 Rue Linne, 75005 Paris, France.
Libraire des Tanneurs,
26 Rue de Tanneurs, 13100 Aix en Provence, France.
Fantastic Shop,
Kirchfeldstr. 143, 4000 Dusseldorf 1, Germany.
Spiel und Fantasy,
Isenbergstr. 31, 4300 Essen 1, Germany.
Das Spiel,
Rentzelstrasse 4, Ecke Grindelalle, d200, Hamburg 13, Germany.
De Spelciaalzaak,
Kerkstraat 186, 1070 GT Amsterdam, Holland.
Boutique de la Grande Armee,
William de Zwijerlaan 120, EV Den Haag, Holland.
Broese Kemink Booksellers BV,
Zandveg 69c, 3454 Jw de Meern, Holland.
Selegiochi, s.r.l.,
Via Fumagelli 6, 20143 Milano, Italy.
JOC Internacional,
F. Matas Salla, Sant Hipolit 20, 08030 Barcelona, Spain.



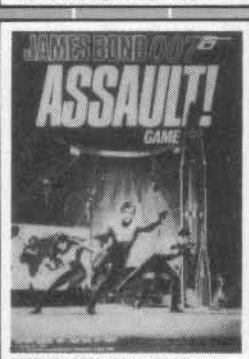
THRILLING LOCATIONS

Adventure Modules JAMES BOND 007

- OCTOPUSSY
- GOLDFINGER
- DR. NO
- YOU ONLY LIVE TWICE
- LIVE & LET DIE
- GOLDFINGER II
- THE MAN WITH THE GOLDEN GUN
- A VIEW TO KILL

In the Games Shops Now!

MORE MISSIONS COMING



NEW GAME! COMING SOON

AVAILABLE AT GOOD GAMES SHOPS NATIONWIDE

SEND S.A.E. FOR COMPLETE LIST OF GAMES

IN CASE OF DIFFICULTY IN OBTAINING ANY GAME, WE CAN SUPPLY DIRECT

UK POST & PACKING CHARGES — £1.95 FOR ONE GAME · £3.00 FOR 2 GAMES

PHONE FOR DETAILS OF SHOP-SOILED & TRANSIT DAMAGED GAMES AT REDUCED PRICES

Buy it with Access

VISA

T.M.GAMES

650 HIGH ROAD · NORTH FINCHLEY
LONDON · N12 0NL
Telephone: 01 445 3044

● *ALLOW UP TO 28 DAYS FOR DELIVERY*

TRADE AND OVERSEAS ENQUIRIES WELCOME

THE FINAL FRONTIER

Role-playing in the Star Trek universe by Alex Stewart

'Space. The final frontier . . . '

A phrase that's become part of the language. Words with the power to enthral, even after twenty years, and sweep us into the twenty-third century.

Because *Star Trek* is unique. Nothing, except possibly *Lord of the Rings*, has ever fired the imagination of so many people around the world. And nothing else has continued to grow and develop for two decades, spilling over from television into books, films, magazines, comic strips, and, finally, one of the best role-playing games on the market.

The last, of course, being a purely subjective assessment. But I've yet to see anyone come to *Star Trek* from other science fiction RPGs without becoming an instant convert.

So what's so special about it? What's *Star Trek – The Role Playing Game* got to offer you?

Well it depends who you are, I suppose. If you're new to gaming and just want something to play with your friends, or an experienced game master (GM) looking for something a little bit different to run, or a *Star Trek* fan interested in the greater degree of involvement role-playing has to offer, different aspects of the game will appeal to you.

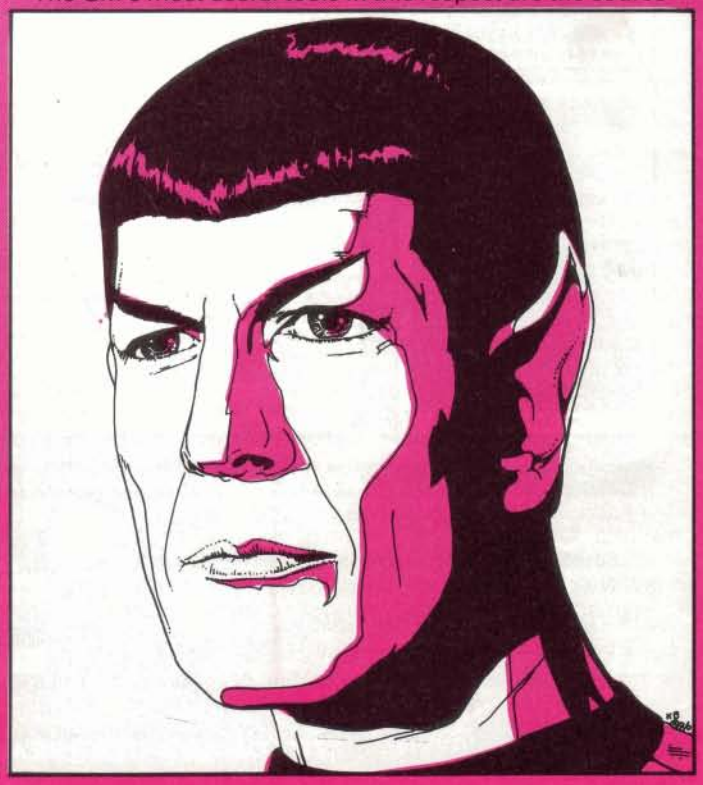
The most obvious advantage *Star Trek* has for anyone new to it, player or referee, is the familiarity of the background. Practically everyone's seen the television series so much of the jargon, equipment, and the general environment aboard a Federation starship can be taken for granted. The GM might have to explain a few things in detail when it comes to applying the rules to them, but in general the players will already know what a phaser looks like and what it does, how a tricorder works, what colour sweatshirts their characters are wearing, and so on. This means a game can start almost at once, without getting bogged down in esoteric trivia.

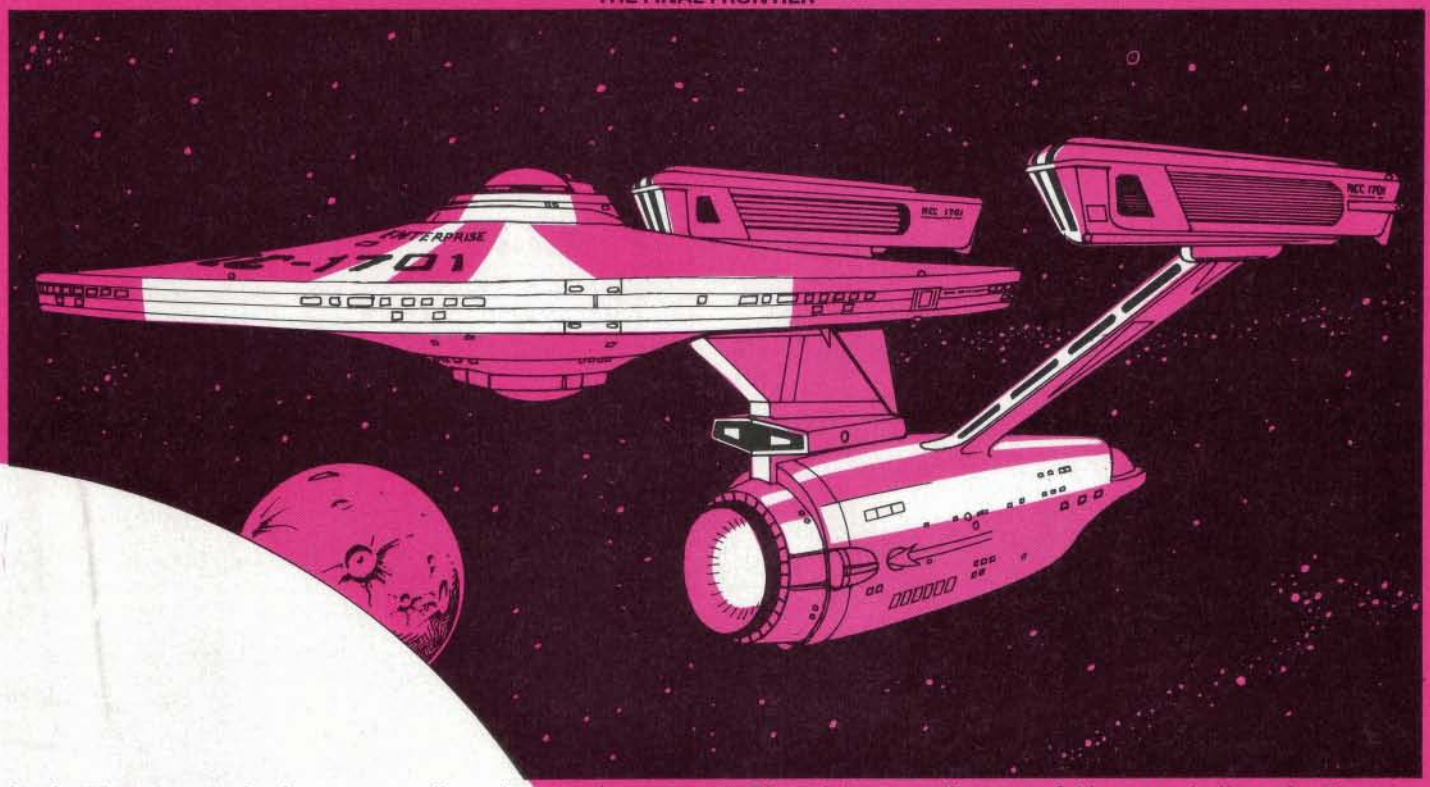
Another useful side-effect of the common awareness of the *Star Trek* mythos is that players tend to apply what they've seen on the screen to their characters' behaviour without any prodding from the GM. This can occur in anything from equipment use ('Phasers on stun') to standard bridge procedures ('I'm taking a sensor reading') to assessing the long-term consequences of their actions ('We can't risk a diplomatic incident over this'). Player awareness of the 'greater reality' of Star Fleet and the Federation, against which their adventures occur, tends to encourage this kind of realistic assessment instead of reacting purely on the basis of short-term expediency. This makes the referee's job a lot easier, as he doesn't have to keep such a tight rein on the players' behaviour, and can get on with the job of developing the atmosphere of the scenes and fleshing out the NPCs. After all, if the GM isn't enjoying herself too there's no point in her running the game.

The flip side to all this, of course, is that you can easily find yourself running a game full of players with an encyclopaedic knowledge of *Star Trek* trivia. If this happens, it's no use complaining the manual says nothing about using communicators as makeshift sonic disruptors; Kirk and Spock got away with it in *Friday's Child*, so the players should at least be allowed to make the attempt. Drawing on episodes in this way it is perfectly legitimate, but needs careful handling; even if the circumstances weren't exactly the same, they can be taken as a rough guide in determining the skill rolls needed for success. Ingenuity deserves to be rewarded, as with any game, but not at the expense of realism.

Because realism is the cornerstone of the *Star Trek* phenomenon. The films and the series convince us of their own 'reality', persuading us to suspend our disbelief, because a tremendous amount of effort went into keeping them internally consistent. It's all illusion and artifice, of course, a broad sketch rather than a detailed representation, but it's enough to evoke the fantastic complexity of a fully functioning interstellar society. So if a game's to capture the authentic *Star Trek* flavour the GM must respect that consistency.

The GM's most useful tools in this respect are the source-





books. There are two basic ones, as well as other supplements examining specific aspects of the *Star Trek* universe in greater detail. The one supplied with the basic game concerns itself with the background of the television series, while the update supplement covers the period of the movies. Quite apart from their value as game aids, these booklets are probably the definitive *Star Trek* reference material; they meticulously systematise everything consistent with the primary material – TV episodes, films, books, and other officially-approved sources – while ruthlessly discarding the rest (including my own pet hate, the in-joke 'guest appearances' of aliens from other SF stories in the animated series). The only problem they present is the constant temptation to browse while you're trying to look something up.

Which brings us on to the serious question of what the game's actually like to play.

Again, that all depends. Provided the GM takes the time to read the rules carefully, neither he nor the players should have any real trouble during a game session. Those with previous experience of percentage-based systems – *Call of Cthulhu* or *RuneQuest*, for instance – should find them quite easy to grasp. Newcomers to role-playing, on the other hand, or players used to six-sided dice based systems of some older games, may have to read them quite carefully before feeling confident enough to run a session. Even though they may seem a little daunting laid out in the manual, the rules are really quite simple and elegant in play.

In the basic set you'll find a trio of booklets and a pair of percentile dice. Turning our attention to the booklets, we find a sourcebook (*Cadet's Orientation*), a player handbook (*Officer's Manual*) and a referee's manual (*Game Operations*). They're likely to take a bit of a battering over successive gaming sessions, so it's a good idea to cover these with transparent plastic.

The sourcebook's been mentioned already. It contains brief articles on Federation history, terminology, the structure of Star Fleet, and so on. Most useful during a game is a list of the equipment available to landing parties and other personnel, and the shipboard systems the characters may wish to use.

The player handbook concerns itself mainly with creating and running a character. It explains the skills available, leads a player step-by-step through the character generation process, and concludes with a brief section on movement and combat. Most useful to absolute beginners is a short introductory essay, which explains the basic principles of role-playing clearly and concisely, and a glossary of gaming terms.

The referee's manual covers the actual running of a game, before going on to consider some of the wider aspects of GMing. Sections on various topics like world creation and scenario design are followed by another essay setting out the basic principles of running a game, for novice GMs, and some useful hints on playing technique.

Though it seems like an awful lot to assimilate, the time taken to get to grips with the material at this stage will pay off in spades when it comes to running a game later on.

The next thing to do, of course, is generate some characters. Any experienced gamer will tell you this is one of the best ways to get the feel of a system you're not used to, and generating characters for *Star Trek* is a little more complicated than for some other games on the market. It does, however, produce fully rounded individuals instead of two-dimensional puppets with a handful of basic skills. Many regular *Star Trek* GMs prefer to save time by pre-generating the characters, rather than spend an hour or more in the process before a game can begin.

This isn't quite as autocratic as it sounds. There are, after all, nine senior officers aboard a Star Fleet vessel, so the players still have a reasonable degree of choice. Anyone wanting to play a particular role – a Vulcan science officer, for instance – can easily be catered for if they consult the GM in advance, and the players can still personalise their characters by allocating Artistic, Trivia, and similar skills themselves. In any case, 'unclaimed' senior officers still have to be kept around as NPCs, so it's often simpler for the GM to generate all nine and ensure a well-integrated crew. This also explains why so many *Star Trek* games are run as part of a continuing campaign, instead of one-off adventures.

Characters are generated in the usual way, rolling dice to create their basic attributes; strength, dexterity, intellect, and so on. Players can choose their characters from five alien races – Andorians, Caitians, Edoans, Tellarites, and Vulcans – as well as Humans, their attribute scores being varied accordingly. Additional rules for Klingon and Romulan player characters are available in the appropriate supplements, but fall outside the scope of an introductory article.

Inexperienced players will probably prefer to stick to Human characters at first, although there's no reason why someone sufficiently familiar with the *Star Trek* universe shouldn't take on an alien if they wish.

The next stage is to determine the character's skills and proficiency levels. Skills are measured simply in percentages, requiring a d100 roll of less than or equal to the rating held to be used successfully under critical circumstances. ('Can you give us more power to the shields?' 'I don't know, Captain; the dilithium crystals might not take the strain.') Under normal conditions, however, a basic level of ten is sufficient to get the job done without any real difficulty.

A character's skills develop throughout his career, building on whatever he's learned before. Once he's completed his basic education at Star Fleet academy, a cadet goes on to specialise in one of the seven branches of the service; Helm, Navigation, Engineering, Communications, Science, Medical, and Security. These, of course, correspond to the different

departments aboard a starship. Player characters will normally be department heads, like Scotty, Uhura, and Sulu, or command officers like Kirk and Spock.

Once qualified, a character receives a full service record, which a little imagination can flesh out into a complete life story. One point to look out for here is a misprint in both the GM's manual and the players' handbook, subsequently corrected in the sourcebook update; GMs should delete 'Star Fleet Academy Command' from the top row of the assignments table, and substitute *'Constitution* class starship.'

All you have to do now is calculate the character's combat statistics – the work of a moment – and your alter ego is ready for a life of adventure on the final frontier.

Unfortunately, one thing missing from the basic game is an introductory scenario – a surprising omission, since one was included in the first edition rules. There's a wide range of scenario booklets avaiable, however, most of them containing supplementary information of general use in a *Star Trek* campaign.

Ideas for *Star Trek* adventures can come from a variety of sources. Some of the official ones, for instance, are written as follow-ups to episodes of the television series. Other crews can easily become involved in the aftermath of a situation resolved by the *Enterprise*, or some aspect of a fleetingly glimpsed alien culture can be explored in greater detail. Other obvious sources of inspiration are the novels, comic strips, and the rest of the awesome array of officially sanctioned *Star Trek* material.

And then there are the unofficial sources. The number of *Star Trek* fanzines around defies computation; they breed faster than tribbles. Many of them are execrable, of course, especially the ones devoted to that queerest of sub-genres 'K/S stories.' But the better Trekzines print stories and background articles of a commendably high standard, and these can be a goldmine of potential scenario ideas.

To begin with, though, you're more likely to be using one of the official scenario booklets, so we'll take their structure and layout as typical of a *Star Trek* adventure. Most scenarios from other sources will tend to follow this pattern in any case, as it's easy to use and keeps things nice and simple for the referee.

In general, then, you'll find the scenario laid out in a series of scenes, like one of the television episodes. The storyline branches every time the players have to make a decision, or combat needs to be resolved, and the GM simply turns to the appropriate paragraph to continue the adventure. Thus *Star Trek* scenarios tend to combine the ease of use of a linear adventure with the unpredictability of a free-form one. Though fairly well structured, the actual flow of events depends entirely on the players.

One aspect of *Star Trek* players more used to other rolegames sometimes find surprising is the non-violent nature of the average adventure. The emphasis in *Star Trek* is firmly on problem-solving, with differences to be settled by diplomacy rather than the force of arms. Star Fleet officers resort to violence only in self-defence, and when there's no other option left open to them. Even when they've been forced to fight they'll offer to negotiate or compromise once they've gained the upper hand (look at *Arena, Balance of Terror*, and many others). Conflict will still occur, of course, but will arise naturally out of the course of events rather than being the main reason for them.

Similarly, ship-to-ship combat is relatively rare in the course of a *Star Trek* campaign. The rulebook therefore deals with it in a fairly cursory fashion, although the rules given are perfectly adequate for most purposes. Players wishing to resolve encounters with other vessels in greater detail can use the role playing rules included with the *Star Trek III Starship Combat Game*. For a tactically-minded group, using the *Starship Combat Game* in this way can provide a fascinating evening's entertainment.

On the other hand, a group more interested in role-playing the characters might resent the hiatus in the adventure as a whole. You'll just have to use your judgement. The only other disadvantage of using the *Starship Combat Game* is that it will inevitably mean a break in the session. The table has to be cleared for the hex sheet, the ship counters distributed, the panels and player counters handed out. All in all, a good moment for an astute GM to call a coffee break.

In considering the possible use of a supplementary product, we've taken our first step beyond the basic game. One of the essentials of a good RPG is that it should be capable of further development; so as you and your players master one aspect of adventuring in the world it presents, you'll always be able to move on to fresh challenges.

An obvious second stage in *Star Trek* gaming is to move on to adventures set against the background of the films, either aging your regular characters accordingly or starting a new campaign. The sourcebook update lists all the major changes in Star Fleet and the Federation for both periods shown in the movie, five years after the return of the *Enterprise* (*The Motion Picture*), and five years after that (*The Wrath of Khan/Search for Spock*). It also fills in some of the events occurring off-screen in the interim, like the five year mission of the rebuilt *Enterprise* under Captain Spock.

GMs beginning to run a campaign set against either movie background will find certain provisions have already been made for them in the basic rules. The referee's manual already contains the firing charts for most of the uprated weapons, for instance, even though phaser Bs and disruptor Cs aren't available at the time of the television series. This saves a lot of flicking backwards and forwards between manuals, and makes the game flow much more easily.

One of the most useful features of the update supplement is a short scenario, ideal for a single-evening game, which serves as an excellent introduction to adventuring in the later *Star Trek* universe.

On the other hand, once you've mastered the basic game, you may prefer to explore some aspects of life in the Federation completely unconnected with Star Fleet. After all, there are an awful lot of merchant ships around too, and they have to be crewed by somebody.

The *Trader Captains and Merchant Princes* supplement contains a full set of rules for the generation of merchant crews, and all the background information needed to run a civilian campaign set in the *Star Trek* universe. Merchant characters are far quicker and easier to create than Star Fleet personnel; civilian training is much less intensive, and there are fewer skills available to be learned in any case.

Though a campaign for merchant characters will probably seem more familiar to players used to other science fiction rolegames, many of the basic assumptions are unique to *Star Trek*. In particular the rules tend to reflect the essentially peaceful nature of Federation society. Merchant characters are unlikely to develop any significant combat skills, for instance, apart from the occasional individual who drinks in the wrong bars too often. Furthermore, the private ownership of weapons is strictly controlled, if not completely prohibited, on most Federation worlds. Just as well, really, considering the awesome lethality of a phaser.

Independent traders will tend to operate in the frontier regions, however, beyond effective Star Fleet jurisdiction, so a certain amount of latitude may be appropriate in this respect. Nevertheless, the emphasis will be even more firmly on thinking your way out of trouble than it is in a Star Fleet campaign.

The booklet includes an introductory campaign background, a pre-generated region of space with plenty of opportunities for profit and adventure. There are sections on the interstellar economy – even a set of rules for speculating on the stock exchange – and rules for calculating profit and loss, covering everything from a one-man scout to an entire shipping line. Several different classes of vessel are dealt with in detail, including deck plans in a few cases.

Probably most useful in the course of a gaming session is the price list of goods and services, which, although it doesn't pretend to be exhaustive, is comprehensive enough to cover everything from a second-hand shuttlecraft to a round of drinks.

Of course you may want to mix merchant and Star Fleet personnel, either running two parallel campaigns against the same background, or involving two parties in the same adventure. The possibilities for creative role-playing this opens up are tremendous, especially if they start bickering among themselves, and the players are running a character from each group simultaneously.

Advanced players might want to go on to explore the murderous complexity of Klingon society, or the secretive autocracy of the Romulans. On the other hand you might prefer braving the hazards of unknown space, or fighting for political and economic power, or struggling to make a living with a ramshackle cargo ship. The opportunities are limitless.

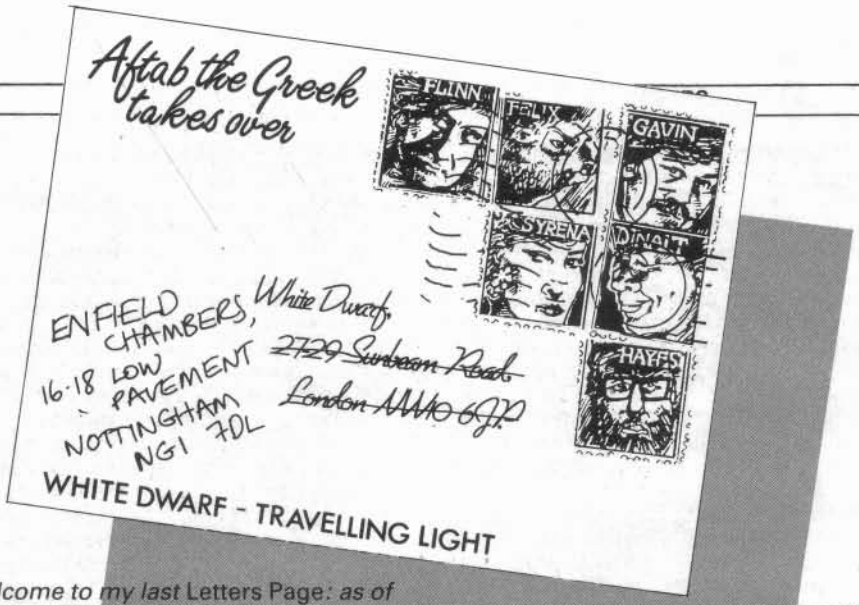
Star Trek gaming is like *Star Trek* itself, a never-ending voyage of the imagination.

'To boldly go where no man has gone before . . .'

Coming? □

THE TROVELLERS

To be concluded...



Welcome to my last Letters Page*: as of next issue you'll have the ever so eloquent Paul Cockburn as your agony aunt. It only goes to prove that letters like the next one may have more than an atom of truth in them!*

Nick Smith, Southampton: Considering your forthcoming, innovative one-theme-per-issue approach, and change of title, I've thought up a replacement.

Something along the lines of 'Imagine', perhaps?

Besides raising examples of sparkling wit, issue 76 *of* Dwarf *brought in a large variety of mail.*

Chris Elliott and Richard Edwards, London: OK, so *You're Booked* didn't actually appear on the right day, but full marks for a great April spoof. The best of the joke is that there are probably some referees out there going down for the third time as they try to cope with the bookkeeping involved in sending a number of Judges to, say, Titan and back – to pluck an example out of the air. (Hire of space ship @10 000 credits per ton hour, for 56-day round trip, plus 600 credits per Judge hour. . . Hey guys, Acc-Div here. Are you sure this lead's solid? I know only one of you went, and they only used a ten ton Sinclair Special, but on our calculations, even if Mega-City One is in mortal peril from some unspecified threat, that's only worth, mmm, let's be generous and call it 105 million creds, and you've already racked up something like 135 million. . . . Tell you what, why don't they stay now they're out there?)

Maybe everyone should take a lead from Dredd; after all, as someone says in *Judge Caligula Book 1*, page 4, 'Thanks to Dredd, millions have been saved.'

David Kuper, London: Congratulations on your new post, and on the best *White Dwarf* I have yet seen. At first glance it seemed to be full of articles on games I don't play, but underneath they were all generally applicable. The pieces on thieves, supposedly for *AD&D*, were just as useful for real games, RQ2 being a prime example. I won't ask whether the reason you say all your Superhero articles are for *Golden Heroes*, is that *Golden Heroes* is produced by *Games Workshop*, but merely suggest that in future you label such articles as 'Superperson articles'. All that was said in *Caped Crusaders* (or *Caped Crusades*, as we were informed on the cover) applies directly to *Heroes Unlimited*, and is also useful for the *Marvel* and *DC* games if you are running a campaign in them.

Jon Smithers, Ramsgate: I'm not sure whether you guys have had a mental aberration whilst moving to your new halls in Nottingham, or are running some new competition, or if you are simply trying to outdo *The Guardian* for typesetting errors, but I'm writing to point out a few minor errors in my article in *WD76*.

Para's 1-4 are fine, but should restart at para 13, line 2. It is then possible to read on through to para 21 inclusive. From there you return to para 6, continue through to the end of para 7, then back to para 5 and then to 8 and 9. It is then possible to read on a while through paras 10-12 and the first line of para 13 inclusive. From there move to para 22 which starts with the end of a sentence. It is then possible to read on from there to the end.

Well, there you have it, or do you? Watch out for next month's exciting episode.

I don't suppose you'd believe it was the world's first Fighting Fantasy *style article? You would!? Phew!*

Hywel T Phillips, Swansea: I think theme issues are a good idea. May I also suggest as themes a particular system (eg Traveller, Bushido, Rolemaster, etc) or a particular campaign type (eg 'After the bomb', spies, Superheroes, conversion of books, the Dark Ages, Nordic and Celtic campaigns, and so on).

I also get the feeling that I've read something like *Banditry Inc* before, but it is reasonable advice to a DM. I would regard warring criminal guilds as essential in an *AD&D* city campaign: is it really reasonable to expect CN and LN or NG and NE thieves to belong to the same organisation? In fact, wouldn't a NG thief be more likely to be a Robin Hood type outlaw rather than a guild member?

Neil Armstrong, Tonbridge: I am writing to congratulate you on a superb issue *76*. A trilogy of thievish material which made fascinating reading, a useful article for *Judge Dredd*, but OH NO, another article telling us how to play *Golden Heroes*.

Brian Duguid, Tarriff: Being an avid fan of the Superhero genre I was naturally interested to read both a letter criticising Superhero games as 'childish', and an article by Pete Tamlyn trying to justify the games.

Pete manages an excellent job of explaining why Superhero rolegames are worth playing, but he does omit one or two points. Firstly, the personality of Superheroes. Because SHRPGs remove any insistence on mass slaughter, or on complex skills rules, it is naturally the character itself which gains (deservedly) the most attention. Here is the perfect opportunity for all those countless role-players out there. Although most SHRPGs tend to assume PCs to be of the good and noble sort, there is nothing to prevent some other kind of personality being used. Superhero motivation is often neglected, but is always far more interesting than the type of game abounding with hairy-footed hobbit thieves or mindless (murdering) fighters.

I also suspect that powerful Superheroes are far more in danger of being hurt (from powerful supervillains) than powerful 60th level *D&D* characters.

Simon Davies, Swansea: Surely good role-playing depends more on the players than the game? I use the *Marvel Super Heroes* game so I shall use this to illustrate my arguments.

Although characters can be rolled up I prefer to use mostly characters taken from the comics. The advantages of this are that the players have a wealth of background information to draw on for their character (so does the GM for villains), although each character is open to individual interpretation and development (as in the case in comics when a new scripter takes over): the framework is there, but it is up to the player (scripter) to make something of it and take that character into the future that he chooses. I believe this helps rather than hinders role-playing. I can't count the number of times I have been involved in a game of (for example) *AD&D* where characters become simply a list of abilities and hit points with the personality of the player (through poor role-playing and lack of background for the character, no fault of the rules).

A firm history gives the players something to build on and also restricts him to play the role of the character he has chosen. Sometimes it gives him the chance to take on the role of someone with views, attitudes, opinions and a personality totally alien to his own (and perhaps benefit from the experience). Surely this is true ROLE-PLAYING?

If there is no fear or suspense in a game that is the fault of the GM. Remember no matter how powerful you are, somewhere there is usually someone (or something) more powerful still.

Roger Stenning, West Wickham: CLOT, TWIT, GENERALLY INCOMPETENT PERSON! I refer to a person who egotistically calls himself Supermole. I quote: 'As the *Thunderbirds* introduction used to have it, "Anything can happen in the next half hour".' PHOOEY! ROT! and not to put too fine a point on it, WRONGO!

The above quote comes from the first 30 second introduction credits of Gerry Anderson's *Stingray*. What does Supermole think we are – FOOLS?! (*Yes. –SM.*)

Get yer facts right SUPERGOOFER!

Insults, of course, usually get you nothing but a sack load of hate mail. I received my fair share recently for letting someone use the word 'spastic' as an insult on the Letters Page*: I'm truly sorry for any offence this may have caused.*

Niall Chetwood, Tewkesbury: Ever since Mr Stepanek's letter in *WD69*, the whole air of the *Letters Page* has changed. First to a forum for debate, thence to a bitter slanging match between opposing parties. The start of the whole debate into role-playing participation was started with *the* letter which had a *Nasty –Ed* comment at the end, and this is how it has continued to the detriment of the *Letters Page* and RPGs as a whole. Now is the time to end it while there is still peace and agreement left.

In the last few years the role-playing game has been taken to a much wider audience, from its origins in murky rooms of universities. This expansion has been mainly due to excellent magazines like *White Dwarf* and the mass appeal of the *Fighting Fantasy* books. Many of the younger players, among which I count myself (being 18 and no 'child'), have come to experience role-playing through these books and I hope that many more will do so. If people think this degrades the game I am sorry, but I feel a much wider appreciation of such an enjoyable pastime is a boon. I also feel that such attitudes displayed by Dave Hughes, Steve Broom, and all the ageist and sexist twaddle from other people are not only unhelpful, but stupid and ill-informed. People of whatever sex or age can successfully role-play, with only a need for good imagination and the ability to communicate and understand the English language (or any other language native to the country you are playing in). This includes, in my experience, many under-16s and women.

Another side of the conflict is inter-game in-fighting shown by Dave Hughes (again) and many, many others. Everyone has their own personal likes and dislikes (too simple, too unrealistic, too rulebound, etc) but this should not lead to bitching between players of different régimes, but to a healthy competitive spirit to attract people to other RPGs by showing them their merits, and not personal dislikes of other systems.

In summary, role-playing is a wonderful pastime which can be played by anyone. Also, will the 'older gamers' try and help the younger element as much as possible so that they can enjoy it at its best.

One thing I will agree with, the sexism and young gamer debates have gone on long enough. However, in compiling the Letters Page*, I always try to present a cross-section of opinion; even if some of that opinion is extremely distasteful to me. I take the view that all gamers should have the chance to voice their opinion on the* Letters Page *of* White Dwarf*; after all it is currently the only effective communication medium which reaches UK games players. The* Letters Page *is, in effect, what the readership of* White Dwarf *wants it to be, and in compiling it I am restricted to the letters I receive – I don't make them all up you know! If there is to be a change in style it is up to the readership to write interesting, thought-provoking letters on other subjects: currently, however, I have about 70 letters this month about sexism/young gamers from people who care enough about this aspect of their hobby to write in. It may well be a distasteful, pointless argument to you, but to other gamers it matters very much.*

And now, the last sexism letter!

Pete Cottrell, Kenfig Hill: As a medieval historian I was deeply interested to read Simon Evans's letter in *WD73* and the consequent flak he seems to have attracted.

It would seem that most of the replies to this letter seem to be rather 'anti' the views expressed by Mr Evans. I am sorry to say that in the context of a medieval based society Mr Evans's conclusions are correct, whether modern trendies like it or not. Mr Evans's phrase 'pseudo-medieval society' seems to pose some readers – like Venetia Lee – with problems. Mr Evans is not confused with his terminology. A pseudo-medieval society is one which is better known as a Bastard Medieval Society; that is to say, one which was typical in Europe after the Black Death and the 100 Years War. In this changing society which culminated in the Renaissance we see no radical change in the role of women in society.

I also received a letter from Simon Evans giving the same definition of a pseudo-medieval society. Thank you for this erudite piece of information. Herein lies the difference, Peter and Simon: in fantasy gaming, pseudo-medieval society is usually taken as referring to one based loosely upon the historical reality, yet adjusted to suit the fantasy setting, ie it has no reality in itself. A reference to historical example in 'pseudo-medieval society' has no foundation, and is precisely why such scorn has been poured upon the authors of letters using these arguments. There is no reason, therefore, why in a game using pseudo-medieval society as a background and with exceptional characters (adventurers) around, that women characters should not take a more active role in the game's setting, should that setting permit it.

Robert Jane, Dunfermline: Just had to put pen to paper after reading *White Dwarf 1*. I was very impressed; it's just what the gaming fraternity needs, and at 50p good value. Can't wait for No 2 to hit the news-stands.

No, I don't know why I get letters like this either.

Pam Richards, Dawlish: Re cover art for issue *75*: Call of Cthul*huey* more like.

Jeremy Burdock, Alton: I am writing in response to a letter in *WD76* from Peter Gilboy who reminded role-players that many people view us as devil worshippers or connected to the occult in some way. As a fairly experienced role-player I have always held the view that the game is and always has been totally innocent. However, I begin to have doubts when I read the *Small Ads* of *White Dwarf* these days.

I am referring to the advert by *The Tarot Workshop* for tarot cards with full instructions, books about magic, occult, psychic teaching, astrology, hypnosis, and much more. Having not seen any of these advertised goods I can only say that they suggest that the company supplies props for anyone stupid enough to want to act out practices of the occult. Therefore I strongly advise you to assure your readers that you are a fantasy role-playing magazine and not a platform for more sinister activities by removing the advert from further issues.

As a Christian I find justifying playing *AD&D* (a game that contains Devils, Demons, and magical pentragrams) to my Christian friends and acquaintances difficult. The task is made ten times harder when I see the existence of such advertisements encouraging the ignorant to dabble in the unknown.

Naturally, when The Tarot Workshop *approached us with regards to advertising in* White Dwarf *we were extremely wary; given the circulation of* WD *and the age of the majority of its readers the magazine has to be very responsible in terms of the sort of advertising it accepts.* The Tarot Workshop*, as far as we are aware, is a specialist stockist of tarot cards primarily for collectors; given that tarot cards can be found in high street shops and department stores like* Debenhams *there is no real reason to ban advertisements for such cards in* WD. TTW *have also been very co-operative in introducing an age-restriction on customers, to the extent that parental consent is required to order goods if you are under 16.*

David McDonald, Crawley Down: Without anything against anyone personally, I believe that the letters pages are being dominated by what I call the 'Letters Page Personalities', a group of people who appear at least every other month or so; people like Jez Keen or George Stepanek.

It seems very unfair that these 'Letters Page Personalities' are allowed to rabbit on and on about such dated issues as the *Twilight 2000* game review way back in *WD68*, or about sexism in FRP, whereas new people with new ideas and new issues well worth talking about never seem to appear on the *Letters Page*.

I suppose it can seem very unfair not to have your letter printed in White Dwarf*, and yet have someone who is 'more well known' get theirs printed. Naturally* WD *receives a number of letters on the same subject, and whenever possible I use the most cogently argued ones. It would be quite impossible to print all the letters received in the course of one month in the space available: the magazine now receives well over 100 letters suitable for publication in this period. To all of you, therefore, all I can really say is thank you for contributing and don't be discouraged.*

Finally, if you are sending in a letter, please enclose your name and full address; we won't consider printing it otherwise! □

Axles Armies

25mm FANTASY ARMIES

£19.70 + £1.30 P&P

MEN OF THE ORIENT - MEN OF THE WEST - DWARFS - GOBLINS - ORCS - HIGH ELVES - UNDEAD - SKELETON - BOARFACED ORCS

15mm FANTASY ARMIES Good and Evil

£16.50 + 98p P&P

SPECIAL OFFER

MERCENARIES, SPIES AND PRIVATE EYES RULE BOOK

Plus

STORMHAVEN™

Adventure

Includes

"Cardboard Heroes"

RRP £12.45 OUR PRICE £9.95

INC P&P

I highly recommend you invest in a copy - "Different Worlds"

Axle says:

WHY NOT VISIT THE GUARDROOM AND SEE OUR COMPLETE RANGE OF GAMES AND FIGURES.

"The Friendly Games Shop"

The Guardroom

38 WEST ST., DUNSTABLE.

Tel: (0582) 606041

2 miles from Junction 11 on the M1

gremlin miniatures

P.O. BOX 154, WEMBLEY,
MIDDX. HAO 3UG.

ORC STARTER ARMY

60 figures & 1 chariot ONLY £29.00 p&p Save £4.95!

OC1×3	OC9×5	OC16a×5	OC39×1
OC2×2	OC11×5	OC17×5	OC41×1
OC3×1	OC12×5	OC17×5	OC41×1
OC3×1	OC12×5	OC18×1	OC69×2
OC4×1	OC14×5	OC34×1	WF1×3
OC5×1	OC15×5	OC37×1	WF2×3
OC6a×5			

MAIN STOCKISTS
Model Shop Harrow & Spirit Games of Croydon.

Please add 10%
(Min 30p) P + P
Overseas add 30%
(Min £1.) P + P
POST FREE
OVER £15. (UK only)

SAE for full lists
Make all cheques
and PO's payable to:-
GREMLIN
MINIATURES

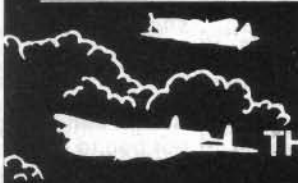
Allow 28 days for delivery.

3 Winning Games from Spirit

STAR SEARCH

A Tactical Race through the hazards of deep space

STRAT-OPS



THE GAME OF STRATEGIC AIR OPERATIONS

Shoestring Racer

THE FUN BUILD & RACE GAME

Available from your local stockist or from our shop at
1st floor
Croydon Indoor Mkt. Park St.
01 760 0078

SPIRIT games

Croydon's leading R.P.G. & Fantasy Figures stockist

GAMES WORKSHOP Mail Order

FREE GIFT WITH ALL ORDERS ORDERS OVER £10

0773 760462
Credit Card order hotline

COSMIC ENCOUNTERS
In the far, far future bizarre aliens battle to gain control of the galaxy. You are one of these aliens; equipped with your own unique powers. You must use persuasion, double-dealing and plain brute force to expand your influence throughout the cosmos.

32 full colour Alien cards, 66 Combat Cards, 18 Destiny Cards, 120 playing pieces and a truly cosmic playing board. **10.95**

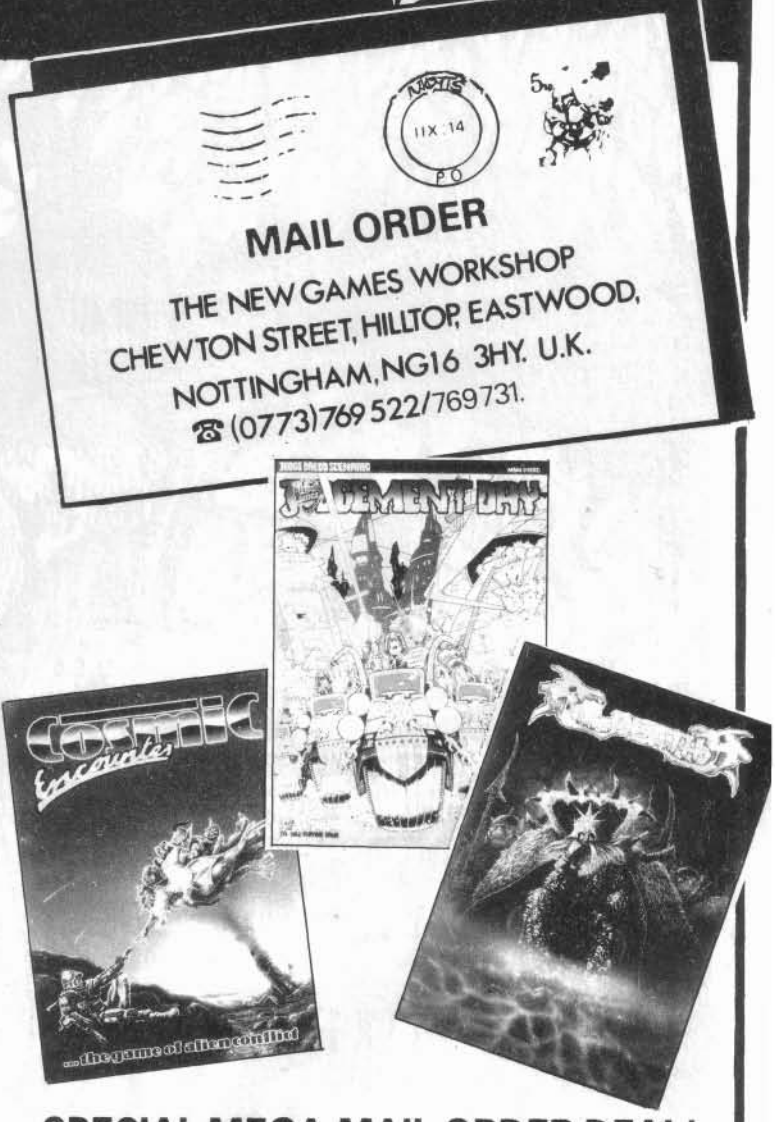
JUDGEMENT DAY
The greatest criminal minds don't just lie down and die; they keep coming back to wreak their insane revenge on Mega City One. True to form, the most twisted, evil perp the city has ever witnessed has returned to bring his own law to the citizens, on Judgement Day !

Judgement Day is the first adventure pack for the record-breaking, Judge Dredd role-playing game. Written by Marcus Rowland, it comes complete with card characters, pull-out hand-outs and map sheets. **£3.95**

McDEATH
The evil sadistic and thoroughly unpleasant McDeath has foully murdered the rightful King Dunco and usurped his throne. But the forces of justice are gathering to do battle and bring down the tyrant in a titanic struggle for money, power and alcohol.

McDeath is the latest campaign adventure for Warhammer, written by Richard Halliwell.

It features a campaign book, card buildings, command sheets, card counters, and full colour plans of the legendary Runsinane Castle **£5.95**



To order, simply cut out this coupon and fill out the details below (or send all details on a piece of paper).

QTY	ITEMS	£	p
	Total		

Name .....

Address .....

.....

.....

Make all cheques payable to Games Workshop Ltd

POST + PACKING 60p UNDER £10
33% EUROPE – 55% OVERSEAS

SPECIAL MEGA-MAIL ORDER DEAL!

Available only until end of June 1986! Thieves of Tharbad and Goblins' Gate & Eagles' Eyrie and the Middle-Earth Role-Playing boxed set special deal price £16.95 (a saving of £3.00 ! !)

LATEST TITLES

Doctor Who RPG
The Hartlewick Horror £6.95
The Daleks £8.95
The Master £8.95

CALL OF CTHULHU RPG
Alone Against the Dark £7.95

MIDDLE-EARTH RPG
Riders of Rohan ..... *REDUCED!* £7.95

TRAVELLER
The Spinward Campaign £4.50

STORMBRINGER
Stealer of Souls £5.95

Please mention *White Dwarf* when replying to advertisements.

This is a scenario for *MERP* and *D&D* which is suitable for any number of characters of almost any level. For high level parties it will be more in the way of a diversion; for low level parties it will provide a complete adventure. The GM should ensure that encounters are not too difficult for the party: the scenario is designed to entertain players with unusual scenes and diverting experiences, not slay them all where they stand. *D&D* game masters will require the *Basic* and *Expert* sets at least to use this scenario – *Companion* and *Master* may be useful in addition.

A SECRET WISH

An Adventure for MERP and D&D, by Graham Staplehurst

GM'S INTRODUCTION

The story starts a long time ago, at the Fall of Gondolin. The hidden city of Gondolin was the fairest built by the elves during the First Age in their Middle-earth realm of Beleriand. Because of its secret nature it was the last of their cities to be discovered by the evil Morgoth. But eventually it was betrayed and the Dark Foe of the World unleashed unimaginable atro-cities – a host of Balrogs – to bring down the remaining elvish stronghold. The Balrogs' chief, Gothmog, was slain by Ecthelion, Lieutenant of the Tower.

Another, unnamed, Balrog pursued the few elves who managed to flee to safety through a narrow passage Princess Idril had prepared in fear of this emergency. In order to ensure their escape, a noble elf of the House of Golden Flowers, Glorfindel, stood against the Balrog. On that high pass he fought on against all the odds with uttermost courage. But eventually he realised that the Balrog could only be overcome at the expense of his own immortal life and so he died, plunging into a deep ravine.

Too late, assistance arrived in the form of Thorondor, King of the Eagles. Thorondor's eagles drove away all the other pursuers, and then the King himself flew down and retrieved Glorfindel's body from the abyss. Glorfindel was buried under a mound of stones, turfed with green, and there yellow flowers bloomed in a wilderness of stone.

So much is known, and celebrated in song, and yet something of the tale remains untold. For late in the Third Age the name of Glorfindel was heard again, in the company of Elrond of Rivendell, and he gave assistance to Aragorn and the Hobbits at the Ford of Bruinen. No descendants of Glorfindel were known, and no other Noldor had golden hair. . . .

This adventure can be set in the Second or Third Ages (before Glorfindel was known in Rivendell). It is the story of his recovery and return to the lands of Middle-earth. To learn how this was achieved, we must look back to the protector of the elves in Middle-earth in the First Age, the Vala Ulmo. He sent the human Tuor to Gondolin, where he wedded Idril and they begat Eärendil the great Mariner. Ulmo has two Maia 'helpers', Uinen and Osse, and it is Uinen, 'whose hair lies spread through all waters under the sky', who was Ulmo's high appointed watcher at the Fall of Gondolin. She saw Glorfindel's mighty struggle with the Balrog and when he fell, he plunged into a stream at the bottom of the abyss. Uinen let her tresses cushion his fall and soothed his wound with her healing waters, then suspended his life while he regenerated by placing upon his lips Uinen's Kiss.

Naturally, Uinen had fully expected to bring Glorfindel back to life in a few days – had not Thorondor's mighty claws snatched him from her grasp. Unaware of his living state, his mourners buried him and he 'slept' on. Not long after the Fall of Gondolin came the War of Wrath in which all the Valar stormed Morgoth's bastion of evil and overthrew him; this action ended with the sinking of Beleriand beneath the waves and the bending of the Sea. Now Glorfindel was underwater again, but Uinen had, unfortunately, forgotten about him. The waters and sea creatures eroded his mound away his face was spotted by a nymph, one of the Uinenorei. This nymph, Nensilmerel, immediately fell in love with Glorfindel (this being the sort of foolish thing that empty-headed nymphs are wont to do), and she promptly exhumed the rest of him before carrying him on gentle currents up a river and a stream to his present resting place.

Nensilmerel, being a Uinenore, believes in chaste love, and she dreamed of being swept off her finned feet as soon as Glorfindel awoke. He didn't. She waited and waited, and even tried a few surreptitious loud noises, but he stayed soundly under the influence of Uinen's Kiss. Nensilmerel didn't know how to awaken him, and dared not ask any of her sisters (or Uinen) for fear that her 'lover' would be taken away from her by them. So she has spent the last few hundred years trying to think of some way of waking him and loving him.

Note: If you want to adapt the scenario for another setting, the substitution of some other local hero for Glorfindel should suffice.

Introducing The Players

The players enter the story unwittingly. You can set the adventure almost anywhere – from Eriador to Wilderland, from the Blue Mountains to the south-western fiefs of Gondor. The characters should have just suffered some grievous harm, such as a nasty disease, wound, plague or curse, and be seeking some assistance in removing or curing it. The locals direct them to the Sages of the Durmast Oak, who live in a great tree standing in a copse on the brow of a hill. You may also be able to think up some alternative reasons why the characters should be sent to the Durmast Oak.

THE DURMAST OAK

The Durmast Oak stands tall and proud in the midst of a copse of sturdy trees, on the brow of a hill. It can be seen quite clearly from surrounding crests.

The approach shows signs of habitation: a few flocks of goats in surrounding pastures, small well-tended gardens around the copse, and the odd diminutive figure walking about. In the Durmast Oak itself there are rope bridges and stairs cut into the living wood and many tiny round windows and doors.

The Hobbit Community

There are 240 hobbits living in the copse, many actually inside the Durmast Oak. 72 are able-bodied males, 72 able-bodied females, 72 children (under 20), and 24 old folk (over 80).

There are four main families, all drawn from an early migration of Fallohide stock: Wildings, Furboughs, Petraeas and Carpenters. Their leader is the Longfather of the Petraeas, currently Querco Petraea. This family originally led the small migration from Rhudaur to the Durmast Tree, which by legend was

planted by the Vala, Yavanna Kementari herself on an anonymous visit to Middle-earth before the First Age.

The Oak is all but indestructible and resists all fires. It can be hollowed and used as a home by the hobbits because of this. It also provides them with huge crops of sweet acorns. All manner of other creatures live in its outer, untamed branches: squirrels, woodpeckers, finches, pigeons, tree mice, possums, marmosets and gallbears – small furry animals like koala bears which live exclusively off oak apples.

The hobbits are mostly self-sufficient but do trade with passing elves and dwarfs; men are rarely seen and little trusted. Durmast hobbits will usually be found engaged in some work or other; they are very industrious. Their nimble fingers enable them to produce excellent woodwork. In the mulberry trees in the copse they cultivate silkworms and weave exquisite fabrics. A typical adult hobbit will be attired in silk clothing with a goathair cloak or coat and a leather hat or silk bonnet. They wear no gloves or shoes. The Scouts wear goat leather armour and are the only hobbits of the Oak to regularly bear arms. If the alarm is given though, all will quickly arm themselves. They use shortbows, light crossbows and slings at a distance, and close to use flint-edged short spears and swords. Some have metal weapons, such as an inherited sword or dagger.

A number of hobbits with good memories and high intelligence also train as *Sages* for the benefit of their community. They learn how to read and write and study subjects such as history, geography and botany as well as elvish lays and poems, weather, astronomy, animal behaviour and genealogy. Querco Petraea is the oldest and wisest of the Sages, and knows much. Since he is also head of the clan and very old (and hence often tired) he is difficult to get to see.

Since most of the hobbits' trade is done by barter, there is little treasure in the Durmast Oak. However, if anyone gets greedy or light-fingered there are supplies of silk; handsomely-carved wooden articles and statues; odd family *mathoms* such as swords, jewellery, tableware and so on. The Sages have quite a number of small libraries containing many valuable texts. Some of the hobbits who grow herbs in their gardens also preserve them and such stores can be worth a lot.

The Alarm is a horn signal. A large horn is mounted in the high branches of the Oak; a lookout is positioned here at all times during the hours of daylight. Smaller horns are also carried by the Scouts who loosely patrol the area.

Encounters in the Durmast Oak

1. If the characters show any signs of aggression, nearby Scouts will sound the Alarm and 5-10 will arrive within 2 minutes from the Oak. Other folk will probably try to get inside and lock their doors. If attacked they will respond by trying to trap the aggressor(s) with nets and pits. All the hobbits are exceedingly agile and could swing down on ropes to drop nets or launch spears, for example. They also know the secret paths and doors of the Oak and all the routes of the branches and ropes. Each round, if the characters try to move about the Oak or the copse there is a 10% chance of encountering a pit trap and a 25% chance the Scouts will be able to attack them with nets. Once aggressors have been captured they will be stripped of all possessions and dumped far away.

2. If characters are cordial they will be shown hospitality by the first family they meet. They are also expected to give a gift in return as would only be courteous: this might be some modestly valuable item or a service, but not money.

3. The characters might be introduced to the Durmast hobbits by encountering a Scout (or two) defending a goat herd from wolves, and rescuing them.

4. Eventually the characters should get an audience with Longfather Petrae to explain their problem. He will seem absent-minded and inattentive during the meeting (falling asleep, etc) and gives the impression that he cannot help them.

Some hours afterwards one of the apprentice Sages (Plato) will call them back to the Longfather's study and Querco will thrust an open book at one of them muttering 'Get me some of that; that'll help you'. The book is on botany and the open page illustrates a flower named *Malinlote*. The book is written in Sindarin [Rank 5 in Sindarin required to comprehend the text; *D&D*: ability to read elvish]. The flower is very rare, only

occuring in one marshy location about 50 miles away. If asked, Plato will tell the party how to get there. (They should follow a river and then head for a tall spire of rock surmounting a low bluff or limestone cliffs which form a well behind the marsh.) Characters may take the book with them if they can successfully *Influence* Plato [*D&D*: Reaction roll, using CHA adjustment; hostile or neutral result means a refusal].

A SHORT JOURNEY

The characters are not following any established trail or path and are well beyond the bounds of civilisation. They might well go astray if they deviate from the set course. The first part of the route continues through the rolling countryside following a little river, called the Belling Brook by the Durmast hobbits. It continues, joining a river flowing out of the marsh, but before then the characters will have sighted the Troll Tor. This spire of knobbly rock is reputed to be a huge troll which was turned to stone when *Anor* first rose into the heavens. It has weathered considerably since!

The landscape gets rather bleaker towards the marshland, and at sundown one day a group of wild creatures attacks the party. If the characters are making camp and split up, this is when the attack takes place [*D&D*: roll for surprise]. Use creatures suitable for the level of the party, such as cliff buzzards [*D&D*: small rocs], brown [*D&D*: grizzly] or black bears, wolves or snakes. There will only be one encounter during this part of the journey, unless the characters deliberately seek others out.

When the Troll Tor is sighted, the characters must leave the Belling Brook and pick their way across rolling moors, hampered by tough heathland plans. Additionally, if the weather is misty, or foggy, or if there is low cloud or heavy rain, the Tor will disappear from view.

THE MARSH

The Edge Of The Marsh

The edge of the marsh is obvious as the moorland comes to an abrupt stop and a flat area of swampy fens is visible, leading up to the limestone cliff and the Troll Tor. Dotted about the marsh are stands of twisted trees. The whole place shimmers with the light on the water and is a riot of plant life. On very warm days (75°F+) the marsh steams and at night will-o'-the-wisps can occasionally be seen.

The way down to the marsh from the moors is a little unsafe after recent rains and unless the characters see this [*MERP*: an *extremely hard* −30 *Perception* roll; *D&D*: roll under level on d20] their chosen path will suddenly become part of a landslip. [*MERP*: Everyone must make a *hard* MM roll to try and evade the slide – any result lower than a 50 results in failure and a roll on the MM Fumble Table; any 'F' result means that the character is buried in mud and rocks, taking an 'A' Crush Critical and suffocating in 5+d10 minutes unless dug out. *D&D*: roll under DEX on 3d6+6; failure by more than 6 means the character takes 1d10 damage from rocks, and may suffocate.] Anyone re-entering the area (eg to find a buried compatriot) has a 10% (per person) chance each round of triggering off another slip with identical effects.

In the Marsh

In the marsh, the characters will soon come within range of Nensilmerel's song. However, only those characters with the most sensitive hearing and highest *Perception* skill [*D&D*: elves and thieves] will hear anything at first. The song should be described to them privately, as something they 'think' that they can hear, such as laughing waters of a stream, or the sighing wind in dry leaves. This song or music, or so it seems, comes from the other side of the marsh, and the character or characters hearing it will want to try and locate its source. This feeling is gradual and insinuative rather than immediate and demanding.

The marsh has no name but is somewhat bleak and forbidding. Chill winds tend to blow across it even on warm days. Firm ground is indicated by dull green and brown wiry grass, and edges with drooping irises and seedy bullrushes. Weakling birch trees (many of which are rotten and dead, and will fall over at the slightest touch with an alarming splash) are dotted around with sturdier willows and yews. There are also tall stands of marsh elder, keck, wild parsley, kinewood, plantain and water rhubarb. Flowering plants are rare and have sickly cream, pink or purple blossoms. In winter, snow and frost keep all but the evergreen plants and trees hid-

den. Treacherous areas are usually brighter green mosses or chickweed.

There are few animals or birds in the marsh. A few rails and bitterns sound eerily late in the day and early in the morning. Native animals include small and medium-sized lizards, toads, frogs, newts, fish, terrapins, weasels, speckled cats, and small bats called birdmice.

Paths in the Marsh

There are no specific paths through the marsh. If the characters are trying to reach a specific point, roll on the *Path Table*:

01-25 Dry land allows them the right direction.
26-50 Dry land tends to the right.
51-60 Dry land tends to the left.
61-85 No further dry land.
86-95 Quicksand!
96-00 Din Fuinen patch (see below).

Note: On a 86-00 re-roll for the path.

Quicksand is *Very Hard* (−20) to detect [*D&D*: roll level or less on d20−2].

Din Fuinen is a moss which, when stepped on, exudes a volatile oil. The oil evaporates to form a vapour and anyone inhaling the vapour must make a Level 8 RR or suffer total amnesia [*D&D*: save vs poison at −3 or suffer total loss of memory]. The amnesia lasts until a roll is made; a new roll is allowed every 12 hours.

Note that the *Path Table* is designed to send characters round in circles.

An encounter with a marsh-dweller is appropriate at some point during this stage. The encounter should be introduced with the correct atmosphere: characters should think they are being 'followed' or 'watched' by *something* out there. . . . Actually fighting the creature should not be entirely necessary; bright lights or fire should repel most of them, or even a good show of steel. Encounters could be with: a great spider [*D&D*: as black widow spider], able to cross the marsh waters; 2-5 mewlips, using all their stealth to attack [*D&D*: shadows; gloom of marsh is sufficient to make them hard to see]; a kraken [*D&D*: giant squid]; or hummerhorns [*D&D*: insect swarm].

The encounter should be a nuisance rather than a threat to the party, and hence not too powerful in comparison.

The Osier

After this early encounter, all who have so far heard the Song must make a RR vs a 20th level *essence* spell or be affected by a *charm song* [*MERP*: section 7.13; *D&D*: as *charm person/monster* spell, cast at 12th level]. Those succumbing will be subtly influenced to seek out the Osier, which is close by in a clump of willows.

The Osier is an old and evil ent-like being. It resembles a willow tree with aerial roots, and has even cultivated a species of marsh marigold to grow at its base. When flowering these plants closely resemble the *Malinlote*: only an *Absolute Success* result with a *Perception* roll will recognise the difference [*D&D*: roll level or less on d20].

The Osier is by far the most powerful and dangerous creature in the marsh. It is surrounded by boggy quicksands but will use its roots to support any fool crossing towards it – withdrawing support when (if) anyone else comes near or tries to cross to rescue them. This moat is about 20' across all round. The Osier stands on a little island just 16' or so across. It cannot move, and attacks with swathes of grappling wand-like branches. These will first entangle a person and then crush them.

It can attack up to three persons at once. [*MERP*: anyone successfully hit by the grapple and receiving a Critical will be at a penalty to OB equal to the number rolled for the Critical, unless some other entangling effect is indicated. For example, if a 'D' Critical is struck and a '19' rolled (+10 = 29), the victim takes +3 hits (the result of the critical) and is −29 to OB next round.] The Osier has an ent's special defence but not its *Fear* ability. [*D&D*: see stats, later.]

The Osier's aim is simply to capture people and devour them. When it has reduced an opponent to zero Concussion Hits [*D&D*: 0hp], it will throw them from its branches into its root structure where it will slowly digest them. The branches are then free to attack other characters. Characters lose 1 pt of CON per round whilst entangled by the roots, only *half* of which can ever be healed.

If attacked with fire, the Osier will attack no further but use its branches to flail up large amounts of water, extinguishing ordinary flames in 1-3 rounds but magical fires more slowly, if at all.

Beneath the roots may be found some

non-perishable treasures: gold, gems, coins, a magic weapon, etc. The amount should fit the level of the party and their efforts.

If the characters are severely pressed by the Osier, eg at least half snared, Nensilmerel will turn up and save them – but only if they are shouting and likely to attract her attention. She will then slip away quietly and will be very hard to track or follow. [*MERP*: Other things that might help trapped characters include: *Plant Mastery* spell list, organic *Protections*, escapology, freezing the Osier's roots or the surrounding water, *Spirit Mastery* spell list, Elf Lights.]

The Osier has 25PP and the following spell lists: *Controlling Songs, Lore, Nature's Lore*. It has just used 6PP for each *Charm Song* attack made.

THE REVELATION

Return of the Voice

All the members of the party hear the voice again after defeating the Osier, and must make a RR vs 14th level *Charm Song (Essence)*. [*D&D*: *Charm person/monster* at 9th level.] The words of the *Song* are incomprehensible as Nensilmerel sings in the language of the Uinenore. The sound will be enchanting even to those making their RR. Those succumbing to the *Charm* will be led to the limestone cliffs forming the far boundary of the marsh. Subtract 20 from all *Path Table* rolls as they find it easier to pick their way across the marsh in search of the singer.

Eventually the party should arrive at some vegetation-curtained cave entrances in the cliff. Climbing plants are draped around the two holes. Neither looks quite dark if found during the day as one is lit by *Malinlote*, and one by cracks in the roof. However, neither source of illumination can be determined from the outside.

The Caves

A. This cave has a long and twisting entrance tunnel which is quite dry. The tunnel is a natural cleft, the floor of which is very uneven, rising and falling, strewn with boulders. The ceiling varies from 6' to 18' high. At the end is an irregular cave with a more even floor. The cave is diffusely lit by two 'window' cracks extending to the surface from the 20' high ceiling. The cave is about 60' across and domed. Water trickles down the rear wall and two stalactites have formed.

This cave is directly beneath the Troll Tor and is occasionally visited by Glorfindel's wandering spirit. The spirit can briefly appear to other elves or perhaps under other circumstances, and is very disconcerting. The exact appearance and effect of this appearance is left up to the game master. Glorfindel has fair skin and golden hair and might therefore seem translucent white with a yellow aura. The spirit will try and speak to the party but is too divorced from their reality to communicate anything of use. Glorfindel might frighten or alarm characters (particularly if only visible to them), or make them act in an irrational manner – much to the surprise of their colleagues.

B. This cave is Nensilmerel's home. A short curving tunnel which also serves as stream bed leads into a large cavern. The atmosphere is peaceful and the sight quite breathtaking. The cavern is perhaps 120' long and 80' wide with a roof vaulting up to 35' high. The room is lit by the radiance of golden *Malinlote* flowers that grow in profusion over the mossy bank opposite the entrance. To the right of the entrance is another moss bank grown over with plants, and beyond that is an extensive pool with a jetting fountain. The water is crystal clear and drifting in its currents are miniature water lilies. Many other climbing plants bedeck the walls, and on the banks and at the edge of the pool are ferns and other water-loving plants.

The air is filled with drifting spray and the exotic scent of passion flowers, *Malinlote* and flag-lillies. There is also a remnant of Nensilmerel's song:

'A clear voice, as young and ancient as Spring, like the song of a clear water flowing down into the night from a bright morning in the hills, falling like silver.'

In the pool near the fountain sits a surprised Nensilmerel. She appears to be a women (although obviously neither elvan nor human):

'Her long yellow hair ripples down her shoulders; her gown is of green, green as young reeds, shot with silver like

beads of dew; her belt is of gold, shaped like a chain of mallorn flowers set with the coral of sea pinks.'

She also has a necklace of silver and pearls, and delicate earrings made from some South Sea shell. Nensilmerel speaks only Uinenore [Rank 5] and some Quenya [Rank 2], so the characters may have some difficulty communicating with her. [*D&D*: speaks triton fluently, understands simple elvish]. She will regard them inquisitively but do nothing unless they discover Glorfindel or attempt to enter the pool.

Glorfindel's perfectly preserved form is mostly concealed by the growth of *Malinlote* over him:

'... a white light shines through his form and raiment... tall and straight; his hair is of shining gold; his face fair and young and fearless; his eyes bright and keen ... '

The elf lord was fortunate enough to have dwelt once in *Aman* and therefore *'lives in both worlds'*. Because of his *'great power'* Uinen saved him from death after his battle with the Balrog and his body has been kept in a state of preservation by Nensilmerel. His body and spirit can be very simply reunited should *any* female kiss his lips.

COMPLETION

Glorfindel

On discovering Glorfindel, the characters may either ignore him, kill him where he lies, rejoin his body and spirit as described above or carry him off to get some help. Nensilmerel will interfere with the party if they attempt to interfere with Glorfindel but she is not very clever and will not act quickly or decisively. She can be easily distracted or manipulated through her good-heartedness.

Anyone examining or showing concern over Glorfindel will get a good reaction from Nensilmerel. If they suggest a way to revive him, she may well go along with it and get very excited; however, she loves him strongly and will baulk at anyone (even herself) kissing him. It will take close examination to reveal that Glorfindel is not just a corpse,although anyone who has seen his spirit will recognise the body immediately.

If Glorfindel recovers he will need a full day to recover *half* strength (including all ability scores, body development, skill bonuses, etc). Each day thereafter he will regain another 10% so that he is fit again after 6 full days. However, Nensilmerel will spend all her time and powers telling him how much she loves him and begging him (if necessary) not to leave her. She may get spiteful if the party end up depriving her of her 'lover'. If necessary a messenger could come from Uinen to bring the recalcitrant nymph back home.

Glorfindel may decide to join his rescuers for a short while but when he learns of Gil-galad's successor, Elrond, and his house at Rivendell he will desire to join him.

Acknowledgements
All quotations are extracts from *The Fellowship of the Ring*, and *The Silmarillion*, by J R R Tolkien. □

MERP STATISTICS

Name	Type/Race	LVL	Hits	AT(DB)	Melee OB	Missile OB	MM/Speed
Durmast folk	Hobbit	1	31	NO(35)	−15sp	−35sb 40sl	30
All Durmast hobbits have skills as follows: Climb +40; Stalk +50; Hide +25; Perception +20; plus 2 secondary skills, one at +60 and one at +40. All have RR bonuses of ESS +50; CHN +20; POS+30 & DIS +15. Some have martens as pets/guards.							
Durry-cat	marten	1	20	NO(25)	40SCl 20SBi	–	VF
Durmast scout	Hobbit	3	62	NO(40) SL(25)	0sp 0sl	60sb 50da	40 25
Scouts have skills at 10-20 higher bonus; plus Track +10. Some have magic/quality weapons or protection.							
Durmast sage	Hobbit	3	40	NO(30)	–	–	30
Sages have an additional skill of Knowledge (Bonus: IG), rolled as a SM like Perception. Typical bonus for a Sage is +50.							
Querco Petraea	Hobbit	7	50	NO(20)	–	–	20
Knowledge +95; 28PP (7×2×2); Spell lists: Lore, Essence's Ways; Special item: Lotheledh, a magical glass flower that acts as a ×2 PP enhancer and gives +50 to ESS RR. ST40, AG76, CO51, IG97, IT82, PR62.							
Blaith	wolf	3	110	NO(30)	65LBi	–	VF
Baran-vorame	cliff buzzard	5	80	NO(40)	60LCl 50MPi	–	VF/FM
Nathair [See 'Thieves of Tharbad' p6]	poisonous snake	3	45	SL(20)	50MSt*	–	MF
Faroth-Ungol	great spider	5	50	CH(20)	60MPi*	–	MD
Morcamlim	mewlip	4	60	NO(35)	5ss/da	–	MD
Ninlhughoth	kraken	15	150	NO(50)	75MGr*	–	MF
The Osier	black ent	25	300	PL(30)	150HGr	–	no
Splits attack 1-3 ways. Takes crits at Huge Creature. Attack gives criticals: Primary GR, Secondary CR, with special entanglement as in text. For special abilities see text.							
Nensilmerel	Uinenore (nymph)	14	72	NO(50*)	80da	–	FA/30
Necklace of Protection +20 DB; Coriumba (belt) +20 APP & +30 Influence. Skills: Swimming True; Hide +80; Stalk +75; Perception +50; Influence +75*. RRs: ESS +50; POS +10. 42PP (14×3).							
Glorfindel	Noldor Elf	32	173	NO(50) PL(35*)	118bs 116ths	126lb	50 15
Platemail +20 DB, made in Westernesse. Skills: Ride +97; Stalk +120; Hide +130; Track +92; Perception +84; Climb +84. 96PP (32×3). 6 Spell lists. Special ability: can resist Stun results by expending 1PP/rnd. ST101, AG100, CO99, IG100, IT95, PR102, APP132.							

D&D STATISTICS

Durmast hobbits (halflings): AC7; HD1-1; MV90'; Att by weapon; Save as: Halfling 1; Morale 7; Lawful; xp 5; (*Basic* D31).

Durmast scouts (halflings): AC6; LVL2; HP2d6; Halfling Warrior; Lawful. Short-sword; shortbow (+1 to hit). −2 bonus to AC when attacked by larger than giant size, +1 to bonus to individual initiative.

Durmast sages (halflings): as other Durmast hobbits. Treat as sage specialists (*Expert* p26).

Wolves: AC7; HD2+2; MV180'; Att 1-6; Save as: Fighter 1; Morale: 8 or 6; Neutral; xp 25; (*Basic* D39).

Giant black widow spiders: AC6; HD3*; MV60' or 120'; Att 2-12; poison; Save as: Fighter 2; Morale: 8; Neutral; xp 50; (*Basic* D38). As water spider, treat lair as underwater bubble web, and allow water-walking abilities.

The Osier (black treant): AC2; HD8*; HP64; MV nil; Att 2-12/2-12/2-12; entangle, constrict, CON drain, charm (see earlier), animate trees; Chaotic; xp 1200; (*Expert* p56). 3 attacks, each doing 2d6 constriction per round (no need to roll to hit after first strike); those entangled are −6 to hit.

Nensilmerel: AC5; LVL9; HP48; MV150'; Magic-User; Triton (female); Neutral. Dagger. MU spells up to 5th level, special charm (see earlier), 90% magic resistance in addition to saving throws. (*X7* or *Master D44* – may not be essential!) Magic items to suit.

Glorfindel: LVL10; HP64; MV120'; Lord Wizard; Elf; Neutral. Magic sword, magic armour (DM's discretion), MU spells up to 5th level. (*Expert* p18.)

WELL, HERE WE GO AGAIN WITH ANOTHER VAIN ATTEMPT AT TOPICALITY IN THE EVER-CHANGING, MULTI-FACETED, CONTROVERSIAL WORLD OF RPG...

THRUD THE BARBARIAN IN A DESPERATE, HAND TO HAND STRUGGLE FOR THE SUPREMACY OF THE WORLD!!!

(WELL, THIS PAGE ANYWAY!)

V's THE ALL AMERICAN LEGION OF INCREDIBLY STUPID HEROES

HEROES
MINIATURES

7 Waverley Place,
Worksop, Notts.
Tel: (0909) 476128.

POST PACKING RATES
30p minimum, unless stated. Overseas 60% air mail, 15% surface.

DOCTOR WHO FIGURES
40 mm range

MK6 Cyberman	80p
Draconian	80p
Peter Davidson	80p
Turlough	80p
Dalek	£1.30
Tardis	£3.50
Sontaran	80p
Raston Robot	80p

Pack of six Cybermen	£4.50
Pack of six Sontarans	£4.50

25mm range

Dalek	60p
Sontaran	50p
Choice of seven	
Jon Pertwee	50p

MRURZ MERCENARIES (Giant Felines)

with Slug pistol & Force Shield	45p
with Machine Pistol	45p
with Blaster Rifle	45p

CENTALONS (Feline Cenaroids)

with Blaster Pistol & Force Sword	60p
with Assault Rifle	60p

THULGS (Giant Lizardmen)

Bounty Hunter with heavy Gyro-pistol & Power Mace	£1.95
Bounty Hunter in partial light armour & Gyro-pistol	£1.95

GORGROY

Gigantic winged lizardman & Blaster	£2.50

VROOF (Winged canines)

with light XR laser	65p
with Force blade	65p

MANY MORE RANGES

OFFICIAL 25mm LASERBURN FIGURES

All 60p unless stated

LB 100 Law Oficer with Pistol
LB 502 Mercenary with SMG
LB 314 Crew in armour+Support Bolt Gun
LB 401 Redemptionist with Laser Rifle
LB 417 Disciple in Power Armour

SZITHKS (Reptillian Aliens)

Male War Bird (with wings & rider)	£2.75
Female War Bird (no wings) & rider	£1.95
Szithks Commando	40p
Szithk with D-Bolt Gun	40p
Szithk firing Projector	40p
Szithk with Pistol	40p

FROOGS

Officer with Hand Scanner	30p
Gunner	30p
T-Beam Gun	30p
Froog in Power Armour	40p
Froog with D-Bolt Gun	30p
Froog ground skimmer & driver	95p
Ground skimmer only	75p

HUMANS

Pirate Captain	40p
Pirate with Assault Rifle	40p
Pirate with Laser Pistol	40p
Pirate with Force Blade	40p
Adventurer & Laser Pistol	40p
Adventuress & Laser Pistol	40p
Female Bounty Hunter with Pistol	40p
Male Bounty Hunter with Rifle	40p

Send SAE for list

S.F.M. SPACE FIGHTERS (75p each)

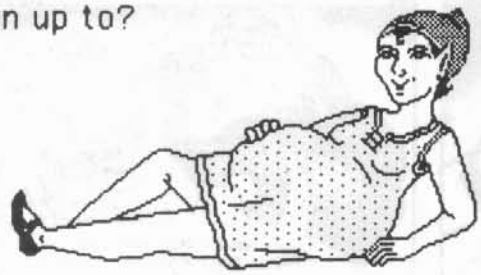
SF1	Falcon		
SF2	Starglider	SF9	Phoenix
SF3	C14 (Fantail)	SF10	Voodoo
SF4	Condor	SF11	Corsair
SF5	Devestater	SF12	Eagle
SF6	Phantom	SF13	Viper
SF7	Crusader	SF14	Kestrel
SF8	Dauntless	SF15	Vindicator

NEW

GROUND ATTACK VEHICLES

MP1. Cub with anti-tank cannon	65p
MP2. Cub with Pulsar cannon	65p
MP3. Cub with Field Generator	65p
MP4. Rhino + Heavy Pulsar	£1.00
MP5. Rhino + Hellstreak cannon	£1.00
MP6. Rhino + Heavy Anti-air gun	£1.50
MP7. Hippo + Light Pulsar cannon	90p
MP8. Hippo + hellstreak cannon	90p
MP9. Hippo + Medium Anti-air gun	£1.20
MP10. Hog + Light Pulsar cannon	95p
MP11. Hog + Hellstreak cannon	95p
MP12. Hog + Light Anti-air gun	£1.20
MP13. Hog A.P.C.	95p
MP14. Hog Sapper A.P.C.	95p
MP15. Elephant (heavy assault tank)	£1.75
MP16. Rhino + Plasma sphere launcher	£.120
CB1. Lizard Weapons Platform	£1.60
CB2. Lizard Anti-air (light)	£1.60
CB3. Lizard Anti-air (medium)	£1.70
CB4. Lizard Anti-air (heavy)	£1.75
CB5. Lizard + Hellstreak cannon	£1.45
CB6. Lizard + Field Generator	£1.40
CB7. Lizard + Plasma sphere launcher	£1.50
CB8. Strider + Anti-tank cannon	£1.00
CB9. Strider + Pulsar cannon	£1.10
CB10. Assault Strider	£1.10

What has this young Brownie maid been up to?



Find out when you play **Ringquest!**

You could also "Find a Lost Dwarves Mine" or "Rescue the Elven Princess" or any of 8 other Quests - as well as the **Ringquest!**

Ringquest is a PLAY BY MAIL, Fantasy Role Playing game. You control up to 14 characters with hundreds of possible actions.

Please send the 20 page Rulebook FREE to my Australian address; o/seas A$3 or US$3.

Name:.....WDB

Address:.....

.....

PBM Games PO Box 83 Mt Eliza Australia 3930

Fantasy Miniatures

PO BOX WISBECH CAMBRIDGESHIRE
TELEPHONE (0945) 581582

25mm PAINTED FANTASY FIGURES EVERYONE CAN AFFORD

The painted figures sold singularly or in their sets. Prices listed include the cost of the figure, painting, authentic basing, scenically textured, and varnishes for protection in matt or gloss varnish. (Figures are by major manufacturers ie. Citadel, Asgard, Essex, Minifig and Grenadier etc).

Example

		Price Code	
Gnome	B1 Fighter with Axe	A	£1.00
	B8 Noble Warrior	A	£1.00
Dwarves	Juggernaut C/W Crew (4 figures)	AA	£40.00
	B12 King	A	£1.00
Goblins	B13 Wolfrider C/W Wolf	B	£1.50
	S7 Complete Goblin Army (60 figures)	BB	£50.00
Orcs	B5 Warrior C/W Club	B	£1.50
Skeleton Warriors	B8 Warrior with Battle Axe	A	£1.00
	S2 Undead War Elephant C/W Crew	W	£20.00
Monsters/Creatures	B23 Golgoth Lord of Balrogs	W	£20.00
	B31 Emperor Dragon	BB	£50.00

Please send £2 for a painted sample figure plus our 40-page catalogue to: Fantasy Miniatures, PO Box 26, Wisbech, Cambs.

THE SENTRY BOX

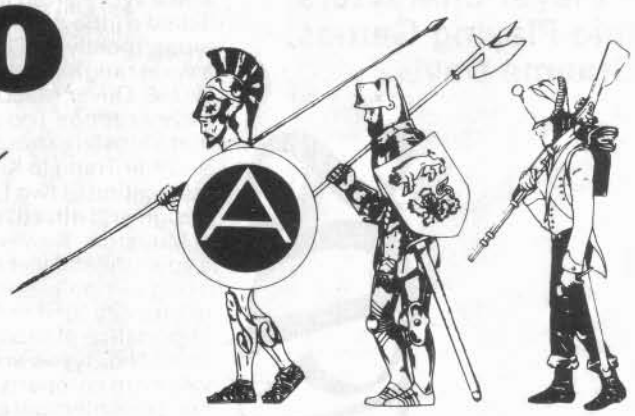
50a HIGH STREET, THAMES DITTON, SURREY.
TELEPHONE: 01- 398 4988.

OPENING HOURS: Mon - Fri 12.00 - 5.30
except Wed closed. Sat 10.30 - 5.30

We stock comprehensive ranges of:-
ESSEX, DIXON, GAMES WORKSHOP, CITADEL, CHRONICAL, TABLE TOP GAMES, QT MODELS (more to follow)
PLUS
HUMEROL PAINTS,and BRUSHES etc.
DICE, WHITE DWARF. GAMES (various)

MAIL ORDER AVAILABLE
10% DISCOUNT TO ALL CLUBS

RALLY TO



283 Pentonville Road
Phone 01-833-4971

Irregular~Feudals
plus seige equipment

COMING SOON

15mm Napoleonics

Opening Hours:

Monday 1.00pm–6.30pm
Tues-Sat 10.00am–6.30pm

GAMERS IN EXILE

We stock an excellent range of wargames, role-playing games and figures.

	Essex Miniatures
TSR	Grenadier
Standard	Avalon Hill
Citadel	Dixon
Platoon 20	Games Workshop
QT Models	Heroics/Ros

MIKES MODELS (Renaissance and 7yrs WAR)
FREIKORP (15mm ACW + Romans)

HOVELS WITH CAMPAIGN

'The Old Country Farm House' just one of the latest additions to the best and biggest range of buildings and accessories for the fantasy player in 25mm and 15mm scale.

Credit card orders ☎ 0472-750552 Access and Mastercard

Send a large s.a.e plus 25p (overseas customers 3 I.R.C.'s) for our 1986 catalogue to: **HOVELS (M) 18 Glebe Road, Scartho, Grimsby, South Humberside, DN33 2HL**

THE EAST TOWER

MILI - ART & SECOND CHANCE GAMES shop
at Fort Perch Rock, New Brighton, Wirral, Merseyside.

(A nineteenth century fortification which guards the entrance of the River Mersey.)

TELE: (051) 638 3535 / 6585.

SECOND CHANCE GAMES

Board Games, Role Playing Games, Rules, Specialists in Old & Rare Board Wargames and Magazines, Second Hand Games & Magazines Bought & Sold.
Stockists of Grenadier Figures.

Mili-Art
(TOP QUALITY PAINTED FIGURES)

FANTASY ARMIES

Each army contains 60 pieces of well painted Essex Miniatures. Two standards of painting. Standard Army: £60 - Deluxe £120.

OWARVEN ORC GNOMES SKELETON GOBLIN
Deluxe only: SAMURAI AZTEC.

DARK AGES & MEDIEVAL ARMIES

VIKING, SAXON, RELIGIOUS ORDER, FEUDAL EUROPEAN, WARRIOR MONKS
MEDIEVAL EUROPEAN, MEDIEVAL ENGLISH
ESSEX D & D PACKS:– Standard £12, Deluxe £24.

PAINTING SERVICE AVAILABLE
ALL PRICES INCLUDE P+P, U.K. & B.F.P.O.

MAIL ORDER:
SECOND CHANCE GAMES
2, ST. MARY'S STREET,
WALLASEY,
MERSEYSIDE L45 5TX.

MILI - ART Dept. W/D
18, MARINE PARK MANSIONS,
WELLINGTON ROAD,
NEW BRIGHTON,
WIRRAL, MERSEYSIDE. L45 2NP.

LARGE S.A.E. FOR CATALOGUES

GAMES 'N' MODELS

66 GEORGE STREET, HULL,
NORTH HUMBERSIDE.
TELEPHONE: (0482) 24910.

DAILY OPENING HOURS: 10am till 5pm.

NEW GAMES, RPG's and SCENARIOS
ARRIVING EVERY MONTH.

******** NEW THIS MONTH ********
TERROR OF THE LICHEMASTER (WARHAMMER).

A CAST OF THOUSANDS

Non-Player Characters in Role-Playing Games, by Graeme Davis

Since *WD* started in 1977, it has published a little over 500 new monster types, mostly for *D&D/AD&D* but also for a wide range of other rolegames. In *WD38*, Oliver MacDonald's *Monsters Have Feelings Too* ventured to suggest that monsters should be more than Just Another Thing to Kill, and *WD71* saw the publication of two further articles on the design and effective use of monsters.

Monsters, however, are no more than a specialised facet of a large group of beings – non-player characters. Fantasy rolegames tend to over-emphasise the importance of monsters, and as a result other NPC types are frequently undervalued in comparison with science fiction or contemporary role-playing games. This is a shame, since NPCs can always add a great deal to a game, whether they be monstrous or otherwise – and while you can run any game without monsters, it is virtually impossible to do without NPCs. They are the medium through which players and referee communicate; they are both fine tools and powerful weapons, and should be handled with great care and thought.

To this end, I present the '3P' Plan for Making NPCs Real People. The three Ps are *Purpose, Personality* and *Potential*; three facets of the NPC – three sets of questions, if you like – and once you put together two or three answers in each category, the NPC begins to come to life.

Purpose

Every NPC in a role-playing scenario has a *purpose*. Some purposes are grander and more vital than others, but no NPC is without one, and the first step in running an NPC is to understand their function within the plotline of the scenario. Here are a few of the more common NPC functions:

1. Patron. Many adventures start with someone getting in touch with the player characters about a job. The basic function of a patron is to divulge information and get characters started on the adventure. The patron may be a single character, but the function can be fulfilled just as well by a crop of rumours, or a book or computer entry discovered by chance. It is seldom important *how* our heroes get on the track of the next adventure, just as long as they *do*. For this reason, patrons can be the most underused NPC class, which is ironic because in many ways they have the most potential.

2. Foe. Even those few scenarios which do not need to involve fighting will always have NPCs who are inimical to the player characters and who will try to prevent them from achieving their objective. This is the NPC category to which monsters most commonly belong, and one of the most abused, usually being cut or shot through without a second glance from the players. The points made in *Monsters Have Feelings* (*WD71*) apply to all NPCs in this category.

3. Clue. As an adventure progresses, it will often be necessary for the referee to leak certain information to the players. *Call of Cthulhu* is a perfect example of this, where a whole phase of the adventure is taken up in finding out precisely what is going on. This class of NPC, whether they themselves know it or not, possess information which can be useful to the party, and it is generally necessary for the party to seek them out and coax the information from them.

4. Objective. Every adventure has – or should have – an objective beyond the simple 'kill the monster, grab the treasure, count the experience' motive, and occasionally this objective will be an NPC – a hostage to be rescued, a defector to be recovered, an enemy leader to be murdered, or whatever.

5. Obstruction. It is possible for one or more NPCs to constitute an obstruction without actually being a *Foe*. Consider, for example, the policeman in a *Call of Cthulhu* game who runs the party out of the graveyard minutes before – unknown to him – the ceremony is due to begin to summon Something Nasty from Out There. He is an inconvenience, but not really an enemy, whatever the players might conclude.

6. Sidekicks. These are the 'extras' – troops, henchmen, followers, cannon fodder, call them what you will. They have a rough time in most games, taking

all the risks and doing all the dirty jobs when a player doesn't want to put his character at risk, all without a word of thanks or a penny in reward. Many referees, taken up with the running of the bad guys, neglect the poor sidekicks and assume that they will meekly do whatever they are told; on the contrary,

they should have minds of their own and definite opinions about the way they are treated.

7. Wallpaper. This class of NPC is at once the most and least important of all. These are the people on the street, the lift operators, the reception clerks – all the people who might be expected to be around, without having anything definite to contribute to the storyline. Their purpose is to make the backdrop against which the action unfolds look and feel genuine – just like walk-ons in a film or TV scene. Without them the illusion is weakened, and so long as they are around, you always have the option of letting them get caught up in the action. The fact that they have nothing *definite* to contribute does not mean that they have nothing *at all* to contribute – on the contrary, it gives them greater flexibility and consequently greater potential.

PERSONALITY

If *purpose* tells you *why* NPCs are, *personality* tells you *what* they are. There is more to it than just dicing a few statistics and working out a couple of attitudes and mannerisms – you need to know exactly what makes this NPC different from any other. Unless you know each NPC as an individual, you will play them all as cardboard cutouts.

Obviously, there is no point in taking this to extremes, but you should make sure that you have all the information you need to play the NPC effectively. The amount of detail you will require depends on the size of the NPC's role in the scenario; major NPCs will require as much detail as player characters, while the desk clerks and lift operators will require somewhat less. Things to consider include race, distinguishing marks, special equipment, and skills and attribute scores which will actually have some effect on play.

As well as determining how much data to record, the NPC's *purpose* can give you a starting point when considering character traits and game statistics. The less exceptional the role, the less exceptional the character's skills and attribute scores, while a two-bit hood is not likely to be interested in culture and good works. All fairly obvious stuff, I know, but it's surprising how much you can sort out simply by stating the obvious.

I don't want to dwell on the complexities of NPC characterisation too long – it is an area literally without limitations, and a great many very useful words have been written about it already.

Some games provide 'Instant NPC' tables, which allow you to generate the whole character with a series of dice rolls, right down to hat size and favourite colour. These can be useful if you're really stuck, but the more complex they are, the more contradictions and anomalies they can throw up – the prime example is the 'NPC Facts & Traits' section in the *AD&D Dungeon Master's Guide*. However, a couple of exploratory dice rolls can give you a start on a personality when all else fails, provided that you are prepared to ignore, amend or re-roll results that don't fit.

POTENTIAL

Purpose and *personality* are all you

really need to know to run an NPC satisfactorily – they enter, strut and fret their brief hour on the stage and are gone – but the difference between an adequate NPC and one who will be remembered beyond the end of the adventure lies in an awareness of the character's *potential*. You wouldn't expect a player to use his/her character at anything less than maximum potential, and by the same token you owe your own characters – the NPCs – nothing less. A lot of work will have gone into some of them – don't waste it.

Potential can seem like a tricky thing to assess, but part of it, at least, follows on from the *purpose* and *personality* which have already been established. *Purpose* tells you what you need the NPC to do, and *personality* will give some indication of how he/she will go about it. You also need to ask yourself whether the NPC is aware of their *purpose* in the scenario, and if so where the purpose fits in with other priorities. Every character has ideas, ambitions and motivations, and these should have come out through your work on the *personality*.

For example, the purpose of guards in most rolegames is to give our heroes some kind of a fight before they reach their goal, so that they can sit back afterwards, contemplate their wounds and feel that they have achieved something. The guards themselves might see their purpose a little differently, preferring to raise the alarm and fighting only if they have a very good chance of an easy victory. Priorities will be: preservation of self first, raising the alarm second, and protecting the guarded area third; actually fighting to the death will come a long way below that. As well as the group objectives there may be personal objectives. Let's say that the guards are orcs, and one of their group objectives is the taking of prisoners (when possible) for questioning and slavery (or lunch). The sub-chief in charge of the unit might have other ideas – for example, he might try to recruit the party to murder the chief, taking them in as 'prisoners' and arranging for them to escape, armed, at a critical moment.

Many NPCs can be stretched in this way beyond the immediate requirements of the scenario, but stretching must be done carefully – too much of it and the adventure will collapse in a writhing mass of sub-plots from which the players will be lucky to find their way out. However, it is one of the best ways of adding depth and credibility to NPCs, especially those who have more of a role to play, and it can usually be done without detracting from the main thread of the action.

In real life, things are seldom as simple as they appear on the surface, and role-playing scenarios can profit from this example. For instance, motives need not be what they seem. A wealthy patron hires our heroes to do a job – why? The simple answer might be that he wants the job done, but there may be more to it than that. If he is wealthy – and by the same token powerful – why does he approach a band of independent adventurers rather than using his own people? Maybe he doesn't have the right kind of specialists at his disposal, or maybe he doesn't want his own people to know. Maybe, too, he wants to be able to disclaim any connection in the event that things go wrong. All perfectly reasonable motives, but the situation may not be that simple. Let's say that the job involves the recovery of a stolen object. *Is* it stolen? Or are the party being tricked into stealing from its rightful owner? Is the patron what he seems? He may look like a wealthy noble, but *is* he? He could be working for an arch-enemy of the party, leading them into a set-up, or he might be hoping to use them to create a scandal or an international incident. And is the object what it seems? Is it a holy relic or the prison of a demon lord's soul? Is it the prototype for a revolutionary new device or a clever mock-up containing a fortune in illicit drugs? Even if the patron is genuine and the whole job is perfectly legal and above board, the patron would have to be an exceptionally trusting soul to give the party any more information than is absolutely necessary, and if it is to his advantage to withhold information or to tell them lies, he will almost certainly do so.

Foes need not be the obvious type; indeed, the most deadly assailant is the one who is not seen coming because he looks like someone else – a desk clerk, say, or a lift operator. Conversely, if you take an NPC of no real importance and

play him big, you can have the players chasing their tails for ages trying to work out where he fits in.

'Objective' NPCs need not be all that they seem, either. In a fantasy rolegame, captives might be placed under some sort of charm or compulsion spell to lead their rescuers into traps, or they might have been captured in the first place just so that they could be rescued, having been brainwashed to perform some evil task.

Sidekicks, as has been noted, tend to lead a hard and thankless life, and this may make them prime targets for the party's enemies, who might bribe or otherwise persuade them to betray the party, steal some object, and so on. Severely disgruntled sidekicks would probably desert when the going gets tough, or might even attempt the murder of one or more characters.

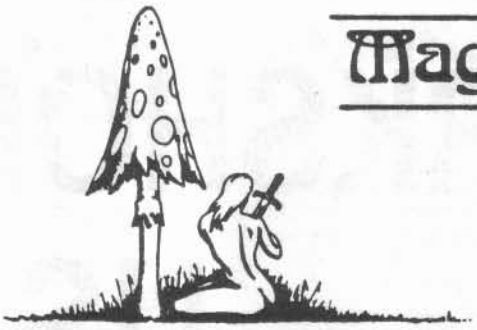
NPCs can add a lot to a game if they are broadened out in this way, but you must be careful not to overdo things. If you use all the devices I've mentioned in one scenario, the players will eventually give up trying to sort out what is real and what is not, they will lose interest (and hope), and things will begin to fall apart. This kind of device is best used in small quantities.

The best NPCs are those who make it from one scenario to another – the evil genius who always contrives to escape, the policeman or bounty hunter who dogs the party's every move, Joe the bartender who knows all the best gossip, even the friendly, eager-to-please shipboard computer – these are your star turns, and you should look after them with as much care as the players look after their own characters. Don't become too attached to them, though, especially if they are the party's enemies; accusations of bias can ruin a game, and players will quickly become disenchanted if they sense that their characters are nothing more than fodder for your arch-villain.

As well as having the time to develop in depth of character, these long-lived NPCs can provide a sense of continuity and provide one of the easiest methods of turning a series of disparate scenarios into a coherent campaign. The patron may have another job for our heroes (he may even use his knowledge of the first job to blackmail them into the second); the arch-enemy might reappear, bent on vengeance; the policeman might be determined to nail them for something – anything – after what they did to his reputation; there are many possibilities. As these characters grow and develop through time, they might change in their roles and their attitude to the party. The patron might decide that they know too much and try to get rid of them by sending them on a suicide mission or setting them up.

Trusted sidekicks might, as already noted, become embittered, frustrated and hostile, selling the party out or deserting at a vital moment. Remember that NPCs continue to grow, develop and change after you've got them down on paper, and that they will react to what happens to them in the course of a campaign.

In conclusion, never lose sight of the fact that non-player characters are *characters*, no less than the characters who happen to be controlled by players. The only difference is that they are played by the referee. Take as much care over them as you would over your own PCs, and make sure that you have enough information to run them properly before you start. If you look after your NPCs, they will look after you – and they have a lot to offer. □



Magic Mushroom Games

All UK orders post free
Europe: add 20%
Other overseas: add 30%

Discounts:
Over £10.00 5%
Over £25.00 10%

MAIL ORDER ONLY
18 The Pyghtle Wellingborough Northants NN8 4RP

ADVANCED DUNGEONS & DRAGONS
Player's Handbook £11.95
Dungeon Master's Guide £12.95
Unearthed Arcana £11.95
Oriental Adventures £11.95
Monster Manual I £10.95
Monster Manual II £10.95
Legends & Lore £10.95
Fiend Folio £10.95

AD&D MEGA-MODULES
T1-4 Temple of Elemental Evil £10.95
Lankhmar £9.95

AD&D BATTLESYSTEM
Battle System £16.95

DUNGEONS & DRAGONS
Basic Set £9.95
Expert Set £10.95
Companion Set £10.95
Masters Set £10.95

WARHAMMER
Warhammer (Revised) £9.95
Bloodbath at Orcs Drift £5.95
Terror of the Lichemaster £5.95
Blood on the Streets £5.95

TRAVELLER
Module 1: Tarsus £7.95
Module 2: Beltstrike £7.95
Alien Module 1: Aslan £4.50
Alien Module 2: K'Kree £4.50
Alien Module 3: Vargr £4.50
Alien Module 4: Zhodani £4.50
Alien Module 5: Droyne £4.50
Spinward Campaign £4.50
Bk 0: Introduction to Traveller £0.50
Bk 4: Mercenary £3.95
Bk 5: High Guard £3.95
Bk 6: Scouts £3.95
Bk 7: Merchant Prince £3.95

JUDGE DREDD
Judge Dredd RPG £10.95

WORLD WAR III ROLE-PLAYING
Twilight 2000 ..... £14.95
Free City of Krakow £3.50

GAMES WORKSHOP GAMES
Warrior Knights £14.95
Railway Rivals £9.95
Talisman 2nd Edition £10.95
Battlecars £8.95

RUNEQUEST III
Deluxe Set £39.95
Vikings £18.95

CALL OF CTHULHU
Call of Cthulhu £9.95
The Cthulhu Companion £8.95
Call of Cthulhu GM's Screen £6.95

CALL OF CTHULHU SCENARIOS
Alone Against the Wendings(Solo) .. £7.95
Shadows of Yog-Sothoth £10.95
The Asylum £10.95
Fungi from Yuggoth £10.95
Curse of Chthonians £10.95
Trail of Tsathogghua £10.95
Masks of Nyarlathotep £19.95
Fragments of Fear £5.95
Alone Against The Dark £7.95
Trail of the Loathsome Slime £2.95
Nightmare in Norway £2.95

GOLDEN HEROES
Golden Heroes £8.95
Golden Heroes Supervisor's Pack .. £3.95
Legacy of Eagles £4.95
Queen Victoria & Holy Grail £2.95

MIDDLE EARTH RPG
Middle Earth Guide & Map £8.95
Rangers of the North £9.95
Angmar £9.95
Umbar £9.95
Ardor £9.95
Northern Mirkwood £9.95
Southern Mirkwood £9.95
Riders of Rohan £9.95
Isengard £9.95
Moria 1 ..... £9.95
Middle Earth Role-Playing (Boxed) .. £9.95
Bree & The Barrow Downs £4.95
Dagorlad £4.95
Shelob's Lair £4.95
Hillmen of the Trollshaws £4.95
Paths of the Dead £4.95
Haunted Ruins £4.95
Goblins Gate & Eagle's Eyrie £4.95
Thieves of Tharbad £4.95

MIDDLE-EARTH BOARD GAMES
Fellowship of the Ring £24.95
The Lonely Mountain £14.95
Riddle of the Ring £18.95

WARHAMMER Games

10 Skerry Hill
Mansfield, Notts

Open Monday 1pm-6pm
Wednesday 2pm-7pm
Remainder 10am-6pm

Stockist of Citadel, Asgard, Essex Miniatures; Torchlight and Gallia products and more

RITZ TOYS

100 Queensmere
Slough, Berks.
Tel: SLOUGH 30678

Open Mon-Sat 9.00-5.30

Large selection of D&D, RuneQuest, Traveller, Citadel Miniatures, Boxed Fantasy & Science Fiction Games.

THE "WARLORD" GAMES SHOP

Stockists of
DUNGEONS & DRAGONS
Most RPGs and Supplements
*** Wargames * Fantasy Games ***
*** Science Fiction Games ***
Figures by
CITADEL * ASGARD * GRENADIER
Tabletop 15mm SF & Fantasy
Davco Microtanks, Ships, Planes
Platoon 20 * Gallia Buildings
Torchlight Fantasy & SF
Rulebooks * Integral Terrain
Paints * Dice * Brushes * Magazines

818 London Road, Leigh-on Sea
Tel: Southend 73308
Open 9.30-1.30 and 2.30-5.30.
Closed on Mondays

THE "WARLORD II" GAMES SHOP

Stockists of
DUNGEONS & DRAGONS
Most RPGs and Supplements
*** Wargames * Fantasy Games ***
*** Science Fiction Games ***
Figures by
CITADEL * ASGARD * GRENADIER
Torchlight Fantasy & SF
Paints * Dice * Brushes * Magazines
PLUS
Chess * Backgammon * Mah Jong
and a selection of other traditional and Family Games

362 Chartwell Square, Southend
Tel: Southend 615988
Open Mon-Sat 9.30-5.30

GAMES WORKSHOP US

Shop now open at :
9110F Red Branch Road, Columbia
MD 21045 Tel : (301) 964 0262

Trade enquiries welcome

STANDARD GAMES
STANDARD MINIATURES

NEW!
25mm Miniatures
Mercenaries from the Age of Dark Blades

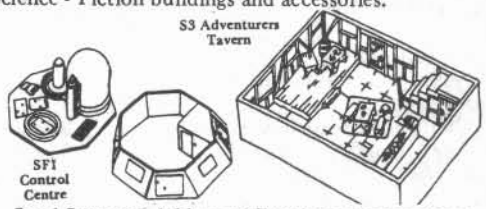
Send a stamped addressed envelope for our brochures, illustrating our wide range of 25mm miniatures, games and gaming accessories, to: Standard Games, Arlon House, Station Road, Kings Langley, Herts.

Special Offers
Fantasy Starter Packs
Worth £13.60, yours for £12.25, P&P £1.00
Sci-Fi Starter Packs
Mail Order Only
Worth £25.45, yours for £19.95, P&P Free!

Torchlight
fantasy/sci-fi

ISN'T IT ABOUT TIME YOUR DUNGEONS MOVED INTO THE THIRD DIMENSION?

Rooms, passages, steps, accessories - everything you need to convert your dungeon master plans into a Table - Top Treat EVERY TIME! Corners, junctions, dead - ends etc. are available too, to make our system super - flexible. Plus our range of Specials:Dragon's Cave, Wizard's Room, Tavern, Throne Room and Spider's Lair. All cast in sturdy resin with gridded floors and detailed walls, to 25mm scale. Prices from 75p to £6.75. Also available, our new 15mm range of Science - Fiction buildings and accessories.



Send Stamped Addressed Envelope for details to:-
TORCHLIGHT, UNIT 15, BROOKSIDE WORKS, SPRINGFIELD DRIVE, WESTCLIFF - ON - SEA, ESSEX. SSO ORA,
or enquire at your local games shop.

*******STOP PRESS – NEW RELEASES*******
A16 Circular Tower Room with Doorway.....£2.45.
B7 Passage section partially blocked with rubble.95p.
C19 Set of small (15mm) doorways.....75p.
C20 Giant Spider.....75p.
SS Spider's Lair (including Giant Spider).....£6.75.

US: Andelen, PO Box 4, Ochre River, Manitoba, Canada.
France: Jeux Actuels, BP 534, 27005 Evreux Cedex.
Italy: Ital Model, 20129 Milano, Via Sirtori, 10.
Norway: Aen, Oygardveien 72, N1340, Bekkerstua.
Sweden: GMS Import, Magistratv SIB, S222 43, Lund.
W. Germany: Fantasy & Science Fiction, Wandsdexer Chaussee N45, D200 Hamburg 76.

TUNNELS AND TROLLS

THE ORIGINAL SOLO FANTASY GAME - NOW IN PAPERBACK!

AVAILABLE APRIL 4TH:
TUNNELS AND TROLLS RULE BOOK £2.95
CITY OF TERRORS+RULE BOOK £3.95
AMULET OF THE SALKTI/ARENA OF KHAZAN..... £2.50
CAPTIF D'YVOIRE/BEYOND THE SILVERED PANE £2.50
NAKED DOOM/DEATHTRAP EQUALIZER £2.50

NEW! FROM CHRIS HARVEY GAMES

TIME & TIME AGAIN
£5.95
From the producers of The Morrow Project a superb new time travel R.P.G Journey into the past with the Bureau of Temporal Affairs!

BEHIND ENEMY LINES
£15.95
Join the infantry in the trenches with this World War II Role Playing Game

OTHER POPULAR GAMES:
The Morrow Project..... £5.95
Role Playing Supplement £4.50
Shield..... £3.50
Group Adventures:
Liberation at Riverton £5.50
Operation Lucifer £5.50
The Starnaman Incident £5.50
Damocles £5.50
Ruins of Chicago..... £5.50
Operation Lonestar (NEW) £5.50

THE SUPER HERO ROLE PLAYING GAME
Champions £14.95
Champions II..... £8.95
Champions III..... £8.95

GROUP ADVENTURES:
Deathstroke..... £5.50
Escape From Stronghold £5.50
Island of Dr. Destroyer +Screen..... £4.95
Great Supervillain Cont. . £5.50
Organisation Book II (NEW) £5.50

COMPANIONS RANGE:
Scenarios for use with all fantasy R.P.G's
Curse on Hareth £9.95
Plague of Terror £6.95
Brotherhood of Bolt..... £6.95
Streets of Gems £6.95
Cards of Power £6.95

AVAILABLE FROM YOUR LOCAL GAMES SHOP OR BY POST FROM CHRIS HARVEY GAMES
TRADE ENQUIRIES WELCOME

CHRIS HARVEY GAMES

P.O. BOX 100, BATH STREET
WALSALL, W. MIDLANDS.

The Cars That ATE SANITY

1920s Car Chases in Call of Cthulhu, by Marcus L Rowland

The *Call of Cthulhu* rules don't say much about car chases and combats, implying that a single test of skill against skill should be adequate for most situations. While this may be an easy option, it isn't very dramatic – there is no sense of the thrill of the chase, and it doesn't give the players any way of avoiding the effects of a single bad dice roll.

This article expands the skill-based car chase system mentioned in *The Surrey Enigma* (*WD69*), and works best with two cars, one chasing the other. Models will prove useful, since you may occasionally want to know who is hurt in a crash, or is in the best position to fire. Open-topped model cars which will actually hold figures are ideal for this purpose, but a cardboard cut out representing each car involved in the chase will suffice.

Manoeuvring

Step 1. Decide the condition of the road, which determines modifiers for Drive Auto and firearms skills, and suggests likely speeds.

	Drive	Firearms	Speed (mph)
Tarmac	0%	0%	30 or more
Gravelled road	−5%	−5%	25
Cobbles	−5%	−10%	25
Good earth road	−5%	−5%	25
Rutted earth road	−10%	−10%	25
Track or off road	−15%	−10%	15

Step 2. Decide the initial distance between the vehicles, in car lengths, when evasive manoeuvres or combat begins (assume 1 car length = 5 yards for combat, etc).

If both cars were in motion before start:	2d6+2 lengths
If pursuing car was initially stationary:	3d6+3 lengths
If pursued car was initially stationary:	1d6+1 lengths

Step 3. Decide the speed at which manoeuvring starts, either by asking the players or by reference to *Step 1*.

In each round drivers should make a Drive roll:

If both drivers succeed or fail, there is no change in relative position.

If the rear driver succeeds and the front driver fails, the gap between the vehicles closes by one vehicle length.

If the rear driver fails and the front driver succeeds, the gap opens by one vehicle length.

If either driver wishes to accelerate, the Drive roll must be modified by the desired speed increase (eg, use skill less 5% for a 5mph increase). This must be declared before the skill rolls are made. Most 1920s' cars are incapable of more than 5mph acceleration in a round. Move an accelerating car forward one length for each 5mph increase.

If either driver rolls 95 or more there will be a mishap, which the keeper should adjust to suit the aims of the scenario. For example, the keeper might want the investigators to catch a car they are chasing, and decide that the front car will crash on such a roll, while the investigators will just fall back by several vehicle lengths if they make a bad roll. If you want to lead investigators to a particular location, then ensure that they break down there, feel free to bias things accordingly. However, this bias shouldn't lead to fatal situations; if the investigators can't win, they don't deserve to lose too badly. If the outcome isn't important roll 1d100 as follows, subtracting the Drive skill modifier for the type of road:

Roll Is	Effect
Greater than speed (mph)	Lose 1d4+1 vehicle lengths
¾ of speed or more	Skid, lose 1d6+1 lengths
½ to ¾ speed	Minor accident (puncture etc)[1]
¼ to ½ speed	Accident (skid off road, etc)[2]
Less than ¼ speed	Severe accident (roll, etc)[3]

[1]Occupants take 1d4 damage, car needs minor repairs (a tyre, bumper, etc), requiring 1d4−1 hours work.

[2]Occupants take 1d6+1 damage, car extensively damaged (wheels damaged, bodywork crumpled, etc), requiring 1d6×1d6 hours repair work.

[3]Occupants take 2d6+1 damage, the car is wrecked.

For example, a car travelling on a tarmac road at 80mph crashes, and the keeper rolls 18. This is less than ¼ the speed of the car, and a severe crash occurs. Silly results (eg a severe accident at 4mph) should be ignored.

To add extra drama to a crash, modify the damage to occupants according to their position in the car; for example, by adding 2 to the damage to front seat occupants in a frontal collision, subtracting 2 from the damage to the rear passengers.

Combat

Firing between vehicles should be extremely difficult. As well as a modifier for the condition of the road, use a modifier for speed as follows:

Speed (mph)	1-10	11-20	21-30	31-40	41-60	61+
Modifier (%)	−5	−10	−15	−20	−25	−30

The same modifiers should be used to fire at stationary targets from cars; the speed modifier only is used when firing at a car from a stationary position. A specific part of the car should always be chosen before firing, and will be hit if the shot impales, otherwise allocate the damage randomly as follows, depending on the attitude of the car:

d100	Location	HP	Armour
01-20	Engine/fuel tank	10/3	3/3
21-35	Tyre	5	1
36-40	Front/rear lights	3	1
41-50	Windscreen/rear window	3	0
51-55	Side Window	2	0
56-75	Passenger (through window)	–	3 (window)
76-80	Driver (through window)	–	3 (window)
81-90	Non-vital component	–	–
91-00	Radiator/boot	5/–	3/3

Hits to windows don't automatically hurt vehicle occupants, and hits to occupants must first break the windows. Some vehicles will be armoured or have other important components which are beyond the scope of this article.

While this article only details car chases, similar rules could be developed for horseback pursuit, motorcycles, or even fighter aircraft (with appropriate adjustments to the speed modifier table). Use it as a framework, not inflexible rules, and be prepared to think fast if the players do something unexpected. When in doubt, improvise or cheat (provided investigators won't be hurt). Suddenly 'remember' that there is a bag of nails in the glove compartment of your pet NPC's car. Put a flock of sheep or an oil slick on the road to stop villains escaping. However, don't act too far outside the laws of nature, or your players may begin to smell a rat. Drive carefully!

Treasure Chest *voices readers' ideas about fantasy gaming. This issue Chris Felton covers:*

GAMING FOR HEROINE ADDICTS

'Let it be know throughout the Land that the Royal Crown of this Land has been stolen by ungodly agents of foreign powers. His Most Imperial Majesty has decreed that to the person who recovers it he will most generously give the hand of the Princess Kimberley in marriage,' bawled the Town Crier.

'As incentives go, that's pretty poor,' commented the country's foremost soldier-of-fortune. 'She's not very pretty, she's a shrewish nag if rumour's to be believed, and worst of all she's a woman. Can you imagine the High Priest marrying her to me in the Grand Temple?' She finished her drink and strolled off to the Ladies. . . .

Fantasy rolegames are often accused of sexism, and players immediately leap to their defence with classically silly lines like 'pseudo-medieval society *was* male-orientated'. (If you can't spot what's wrong with that line you're probably not bright enough to understand this article.) This causes great problems for the hobby since it deters many women from participating. Yet women can enjoy gaming, so how do we make the games more attractive to them?

The answer may surprise many people: the games themselves do not need changing, only the way campaigns are run. I have yet to hear demands from even my staunchest feminist friends for any rules to be changed or dropped because they penalise women. Even the famous *AD&D* rule restricting women's strength to 18/50 is not really significant since fighters with greater strengths are very rare unless 'powergaming' rules for creating characters are used.

The key to a game which women will enjoy is to cut the sexual imbalance out of the way it is played. This means cutting it out of the society the GM builds.

The usual argument for having subservient women in fantasy is that the 'real' medieval society was totally dominated by men. However, before the passing of the Age of Legends, women were far more significant in both peace and war. Traditionally, women formed the priesthood and men the armed forces, but they did cross over: just as all societies had war gods with male priests, they all had shield-maidens, respected and treated just as any other warrior. When they weren't priestesses or professional warriors, women were always competent in their own fields and were always the power behind the throne – Livia of 'I, Claudius' is the archetype.

In real life, there were few prominent women in history, mainly because history is dominated by war, which in turn is dominated by men. Boudicca is an exception which shows that women were respected enough to allow a chief's daughter to inherit his power and lead the tribe. However, when the pages of fantasy turn, the heroines come into their own. Arch-chauvinist Conan would be 'Mr Queen' to no wench, but didn't mind being second-in-command of Belît's ship because he knew she had the loyalty of the crew and was a very capable commander. Witches rule Darkover; Morgaine closes the Gates, and Felice commits genocide while Elizabeth strives to free humans and unite them with their masters. Beyond this, heroines become scarce: some are 'real' heroines – reliable, independent, and strong-minded. Other 'heroines' are comparatively feeble and allow themselves to fade into the background as soon as they've done something to establish that they're heroines rather than 'romantic interest' – Lessa the Weyrwoman is the classic example. Still others are fine, capable heroines until a 'real hero' turns up, allowing them to squeal and fade gracefully back into being a screaming 'romantic interest'.

So, having established that women need not be subservient, how can you run a campaign with 'real heroines'? For a start, use women in positions which would normally be filled by a man in the 'real' medieval world. There is no reason why the merchant who hires you to investigate the loss of a caravan needs to be male, but if your players are so set in their ways that they would question it, it's easy to 'justify' women merchants. Let's say caravans in this world run through a mountain range held by Amazons and it's well known that they charge low tolls to caravans led by women. To save themselves money, merchant princes train their daughters to lead caravans through the mountains, freeing their sons to run the sales end of the business. A tradition develops, therefore, that male merchants are 'shopkeepers' and females are 'travellers'.

So, the Master Merchant sends you out to find her daughter's caravan. With you goes a guide to the caravan route. Hardened chauvinists will be surprised to find that the 'guide' is an attractive young woman, and will promptly start charming and 'protecting' her.

Maybe they'll wonder whether a woman is right for the job, so the Master Merchant will introduce her as her other daughter, also a caravan leader. She is the best person for the job since girls learn the arts of orienteering and logistics while the boys are out learning swordsmanship, command of troops, and so on. She will have all the right skills for survival in the wilderness. As a caravan commander she won't be expected to mix it in melee, but she should be an experienced warrior. By introducing women as 'normal' NPCs, your players will be more willing to accept women as real people in your game.

The next step is to stop powergaming. Powergaming is the art of designing your game to fulfill players' most simplistic fantasies. Few women are attracted by the 'let's rush in there and kill 'em all' game; they prefer a more thoughtful approach where characterisation, interacting with NPCs, and problem-solving are more important than amassing experience points. Powergamers are easy to spot: the last to join my gaming group labelled himself as such within minutes. Delighted to find women – sorry, wenches – in the room where gaming was going on, he instructed them in the rolling up and equipping of their characters in such a patronising manner that they were instantly on edge. The game started, and their first commission was simple enough – caravan escort. The first day passed easily enough, and in the inn that evening the powergamer's elf character fancied one of the serving-wenches. It became obvious that he wasn't used to the reaction he got: the wench would have nothing to do with some lowly caravan guard, and preferred to ooze charm at another group of wealthy merchants. Miffed, the elf promptly picked a quarrel with one of this other group, and when the target rose to the bait the elf killed him. This other group backed their friend up, so the elf made a hurried retreat into the night.

Two days later the caravan arrived in the city, where the elf met them. The city's guards promptly arrested him for murder (the inn's courier had travelled faster than the caravan) and eventually executed him. The player was indignant: he hadn't done anything in their city, they had no right to arrest him, and surely the GM wasn't supposed to kill characters off just like that? He didn't even get a saving throw! An unexpected turn of events, but they set the tone of the game – interacting with the rest of the world. Pretty soon the powergamer dropped out and the women stayed in.

Successful handling of these problems should produce the sort of game which doesn't put women off and produces an atmosphere which actually helps the 'feel' of a world in which equality of the sexes is a reality rather than an amusing political idea.

There is a third, more radical step – play characters of the opposite sex. One of the characters I currently play is a woman. She is a remarkable character, and possibly my favourite. After five years of 'being' her I no longer need to think about characterisation, it comes automatically. Other characters come and go (and of the dozen or so 'retired' characters I can think of offhand only one is female), but Sebanya is always there, waiting for her chance to cause confusion. Long live the heroine! □

Tabletop Heroes *is a regular column covering painting and modelling hints and tips, written by Joe Dever.*

Double-Exposure

Following publication of the *Magic Frame* articles (*WD67/68*), in which I covered the basics of close-up model photography, I've received many letters and photographs from readers who were inspired enough to try photographing their own models. Many were of a high standard and I take this opportunity to thank all of you who submitted prints.

This month I've returned to the subject of model photography to feature the technique of double-exposure, and in particular the work of *TTH* reader, John Edwards. Few cameras incorporate a double-exposure facility, but it is possible to overcome this problem.

The First Exposure

Having arranged your figures and scenery in front of your camera, preferably on a raised baseboard, adjust your tripod so that the scene appears at right angles to the lens (*Diagram A*). A piece of black card, cut to shape to represent the horizon, is placed at the back of the baseboard. A larger piece of white card is then placed a short distance behind this to represent the 'sky'.

Position a flashgun between the 'horizon' and the 'sky', at a angle of approximately 45°. To obtain a coloured sky, place a coloured filter over the flash (a toffee paper will suffice!) or camera lens (normal lens filter), or, alternatively, use a piece of coloured card for the sky. It is important at this stage to check the composition of your shot through the viewfinder to ensure that any figures or objects that are to be the subject of the second exposure are placed in such a way that they are hidden from the background card by the 'horizon' (*Diagram B*).

The camera should be focused on the figure(s) and a careful note made of the distance shown on the depth of field scale on the lens. Next the camera is focused on the horizon in preparation for the first exposure, and the appropriate aperture is selected for the flash-to-subject distance. The lens cap is now *put on*. Then, with the shutter speed set on 'B', the shutter is opened and locked. If your camera does not have a shutter lock facility, use a cable release with a locking screw.

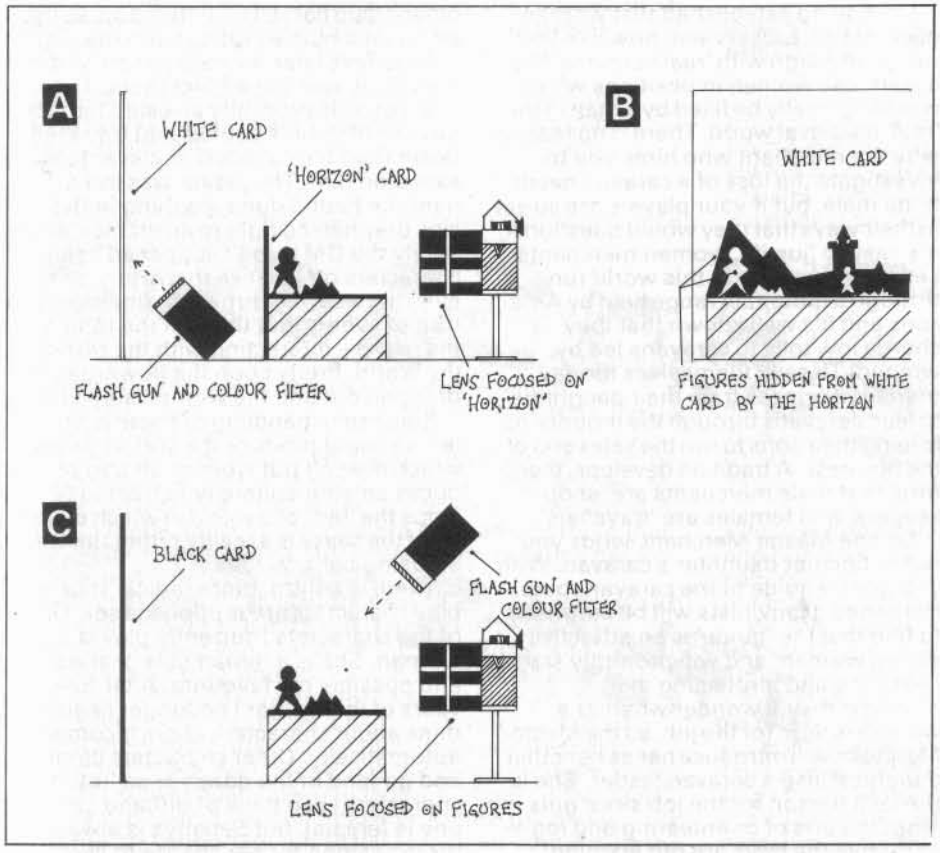
The next stage is carried out with the room in total darkness. Remove the lens cap and fire the flashgun by means of the 'test' or 'open flash' button. Then replace the lens cap before turning the lights on; the first exposure is now complete.

The Second Exposure

To make the second exposure the card used for the horizon is removed and the white background card is replaced with a black one (*Diagram C*). The flashgun is repositioned to illuminate the figures and foreground, and the lens is readjusted to focus on the figures at the distance that was noted earlier). If the flash-to-subject distance alters considerably, then you will find that the aperture also needs to be reset. Finally, with the room lights turned off again, the lens cap is removed and the flash is fired once more. Once this is done, the shutter can be released and the exposures are complete.

Of course, you are not limited to double exposures. Triple exposures or more are quite possible. Likewise, you are not restricted to colour filters alone – special effects filters, especially when used in conjuction with coloured filters, can be used to achieve some spectacular effects.

If you missed the original *Magic Frame* articles, you can obtain a copy by sending an SAE to the following address: Magic Frame Pamphlet, *White Dwarf*, Enfield Chambers, 16-18 Low Pavement Nottingham NG1 7DL.



Camera and lighting positions for double-exposure

THIS MONTH'S PHOTOGRAPHS

Figs 1-3 were composed and shot by John Edwards using the double-exposure techniques outlined in this month's article.

Fig 4 features an impressive conversion by Fraser Gray. The beast itself is a polythene rhino from the *Britains'* Zoo Animal range, to which a howdah, scratch-built from textured plasticard, has been added. The crew, taking cover behind those beautifully painted plastic *Citadel* shields, are modified *C15 Orcs* and *C12 Goblins*. The brass spikes which adorn the front and rear of the howdah, are made from small beads and *Milliput*; the straps are pieces of painted masking tape, and the rings are lengths of florist's wire bent to shape. *Milliput* has been put to good use in creating both the saddle cloth and the rhino's armour. The latter was formed from a rough triangle of the epoxy putty which was pushed onto the head after it had been dusted with talcum powder to prevent it sticking. When it had set, it was removed and carved into its final shape.

In *Fig 5* we see Elric White Wolf and Corum, two of the eight models that comprise *Citadel's Eternal Champion* boxed set (*BC5*: £4.95), designed by Jes Goodwin.

Another of Jes's creations – a Skaven or Chaos Ratman – is featured in *Fig 6*. The model shown (Iron Wielder) is one of the first ten miniatures in this range (*C47*: 3 for £1.50) and was painted and based by Phil Lewis.

Finally, in *Fig 7* we see a Cyberman (3 for £1.95) from *Citadel's* extensive *Dr Who* range – excellent!

USEFUL ADDRESSES

Britains Ltd, Black Horse Lane, Walthamstow, London E17. (Large SAE for price list.)

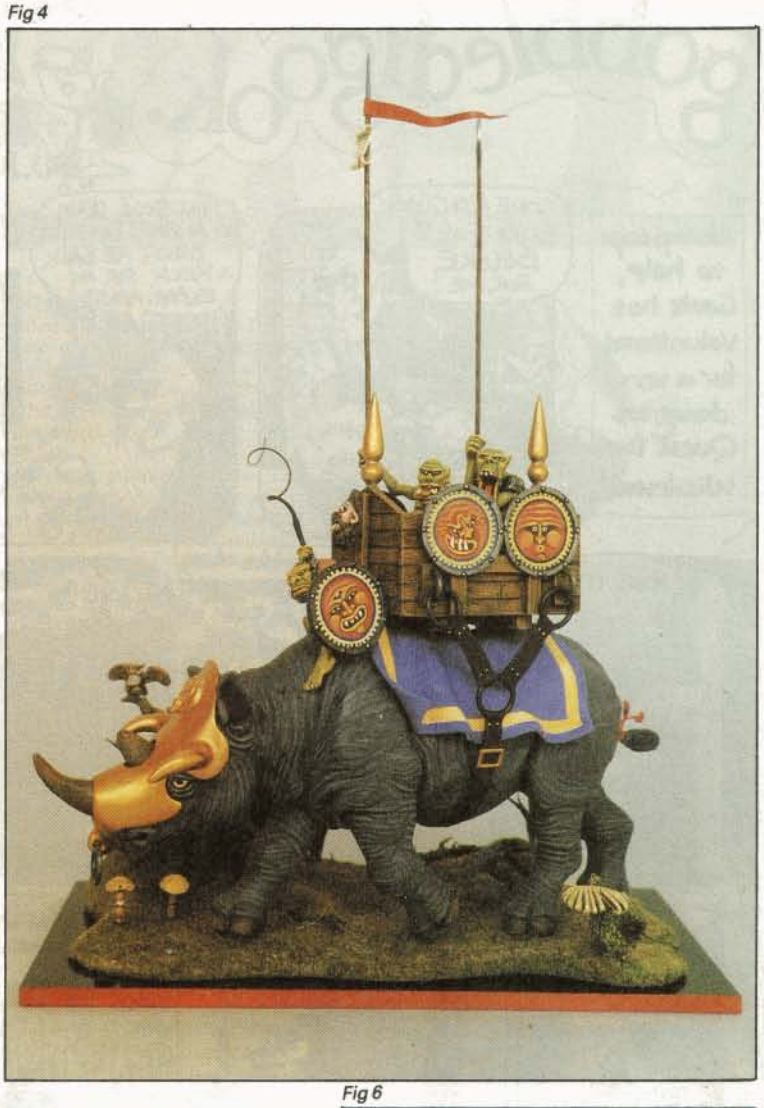
Alex Tiranti Ltd, Theale, Reading RG7 5AR. (*Milliput*: 4oz: £1.95 inc p&p.) □

Fig 1

Fig 2

Fig 3

Fig 4

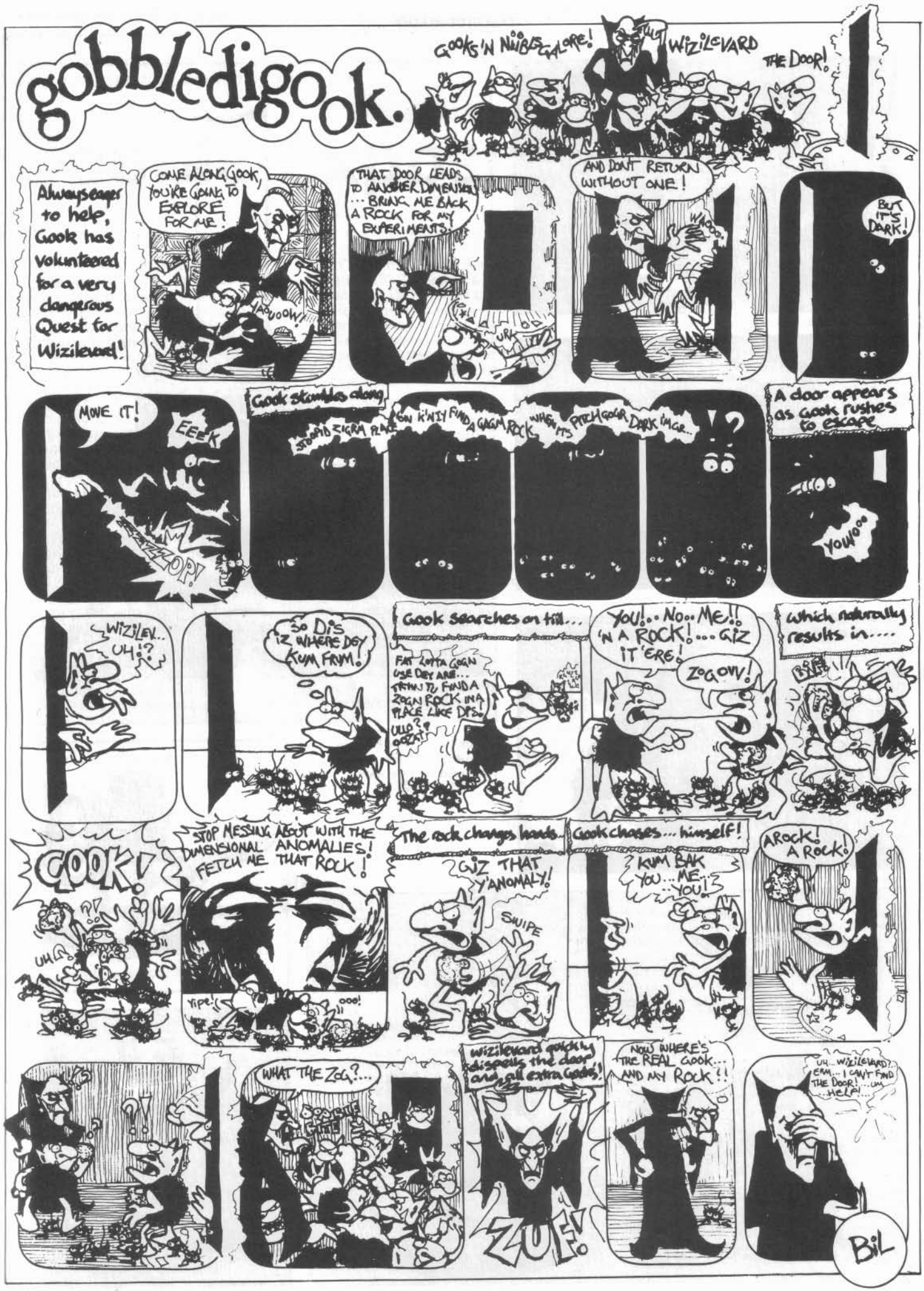


Photos 1,2,3: John Edwards
Photo 4: Fraser Gray
Photos 5,6,7: Phil Lewis

Fig 5

Fig 6

Fig 7


gobbledigook.
GOOKS 'N NUBBE GALORE!
WIZILEVARD
THE DOOR!
Always eager to help, Gook has volunteered for a very dangerous Quest for Wizilevard!
COME ALONG GOOK, YOU'RE GOING TO EXPLORE FOR ME!
APUOOW!
THAT DOOR LEADS TO ANOTHER DIMENSION ... BRING ME BACK A ROCK FOR MY EXPERIMENTS!
URK
AND DONT RETURN WITHOUT ONE!
WAOOO
BUT IT'S DARK!
MOVE IT!
EEEK
ZZZZOP!
Gook stumbles along
STOOPID ZIGRA PLACE
GOT TA FIND A GAGM ROCK
WHEN ITS PITCH GOLD DARK IN GE...
!?
A door appears as Gook rushes to escape
YOUOOO
WIZILEV... UH!?
SO DIS IZ WHERE DOY KUM FRYM!
Gook searches on till...
FAT LOTTA GOGN USE DEY ARE... TRYING TO FIND A ZOGN ROCK IN A PLACE LIKE DIS! ULLO? OOZAT?
YOU!.. NO.. ME!! 'N A ROCK!... GIZ IT 'ERE!
ZOGOVV!
which naturally results in....
BIP
GOOK!
UH!
STOP MESSING ABOUT WITH THE DIMENSIONAL ANOMALIES! FETCH ME THAT ROCK!
YIPE!
OOO!
The rock changes hands
GIZ THAT Y'ANOMALY!
SWIPE
Gook chases... himself!
KUM BAK YOU... ME... YOU!
A ROCK! A ROCK!
WHAT THE ZOG?...
Wizilevard quickly dispels the door and all extra Gooks!
ZUF!
NOW WHERE'S THE REAL GOOK... AND MY ROCK!!
UH... WIZILEVARD? ERM... I CAN'T FIND THE DOOR! ...UM ...HELP!...
BIL

FRACAS!

Heading for Disaster
I'd just like to take this opportunity to wave my fingers in the general direction of certain readers – readers who had the temerity to suggest that I was in error! Well, okay, so I was. As all true fans will probably know it was *Stingray*, not *Thunderbirds*, that used the phrase 'Anything can happen in the next half hour.' It's an error I can only attribute to fading memories of Saturday morning viewing, a conspiracy on the part of the Mysterons, and, er. . . mumble, mumble, mumble.

Showing infinite wisdom the editor of this magazine has decided not to sack me; a fact I can only attribute to the photograph I own of him and the goats.

Propaganda – Selling Your Soul
As reported in *WD75*, Paul Cockburn, ex-champion of the free gaming press, has become one of the willing slaves of the *Games Workshop* empire. The fate of *GameMaster*, Paul's independent magazine, has naturally been speculated upon by both its readers and hardened hobby cynics.

I cornered Paul at *Games Workshop's* Nottingham studio by astute use of the telephone system. In a candid conversation Paul revealed that as part of the conditions of joining the *Games Workshop* team he could continue running *GameMaster*, and in fact the magazine would be distributed by *Games Workshop*. All good news, but it made me wonder what was happening about the current arrangement with Basil Barrett of *Beast Ents*: Paul declined to comment on this.

Games Workshop, as usual, have plenty of plans for the future. Of most interest is their decision to produce role-playing games in hardback book form. The first one due for this treatment is the extremely popular *Call of Cthulhu*: the bound volume will contain the *CoC Companion* in addition to the rules, and will hopefully be the same price or less than the current UK boxed edition. Colour plates by Lee Gibbons, and complete re-illustration are two of the cosmetic changes being considered.

Games Workshop are also planning to involve role-players with their new projects, so a mole in the organisation tells me. To this end they are interested in new ideas for games and figures, and suggestions and comments on existing products. If you feel you can help improve *Games Workshop's* products, write to the Games Development Manager, *Games Workshop Design Studio*, Enfield Chambers, 16-18 Low Pavement, Nottingham.

Sports Desk
Latest score from the Hollywood league:
Star Trek 4 Rambo 3
Two new (new?) films for '87, see the return of Jim, Bones, Scotty and the guy with the ears in another episode in the life of a retired starship crew, and Johnny Rambo proving there can be profit in defeat.
But the real news from the front is that there is to be a Rambo *cartoon*. They scoffed at animated D&D, did they? Can you imagine it; our hero, biceps straining, stalks the forest in search of his prey, moving silently, light machine-gun balanced on one sweat-stained forearm. Suddenly he sees it! "Take this ya g'damn unicorn!" BUDDA-BUDDA-BUDDA

Who Ya Gonna Call?
An interesting manifestation took place in the *WD* editorial office this month .... a draft copy of a 'frightfully cheerful roleplaying game' was seen, along with proofs of the brooding black box, bearing the legend of a white spirit in a red ring, and the word 'GHOSTBUSTERS'.
Yes, the *Ghostbusters rpg*, a collaborative effort from Chaosium (Sandy Petersen is on the writers' credits) and West End. It comes with a special dice (the '6' is replaced with the 'busters logo – a portent of bad things), but the reference material is a great laugh, including such things as a franchise agreement from 'Ghostbusters International' and a Damage Waiver. When you look at some of the small print on these legal documents, you'll wonder if anyone is ever going to protect us from spooks.

Meet is Murder
If you've been following the soap opera commonly known as the *Games Workshop* appointment game, you'll know that the latest development since the disappearance of Paul Aagaard is the recruitment of Sean Noonan as Conventions Organiser. After a daunting career as a Government artist, Sean can now look forward to the joys of co-ordinating all the regional *Dragonmeets* and *Games Day*!

Dragonmeet has changed in style since its inception and this year's fashion is very much along the lines of the *Games Workshop/Citadel* Open Days that used to be held in Nottingham.

The Manchester *Dragonmeet* on March 8th was half old style, half new, and by all accounts went very well, attracting over 1200 gamers. London's *Dragonmeet* will take place on 10th May at the Royal Horticultural Society Old Hall. Future *Dragonmeets* are planned for Sheffield (June 8th, Sheffield University's Octagon Centre) and Nottingham (sometime in the summer). While you have your diaries out, book September 27th for *Games Day*: this will be taking place in the same crowded location as always (the bar of the RHS New Hall).

Psychic TV
The duplicitous nature of *Grenadier's* personnel became public knowledge recently on 'national' television. *Grenadier* were featured on both Welsh TV channels, simultaneously, in connection with the Welsh Development Agency leasing them property to produce 'millions' of figures (and pounds too, I suspect). As a result, both Doug Cowie and Nick Lund – who somehow managed this double appearance – are now world famous, and the new *Grenadier* factory is reported to be besieged by reporters. As the hobby's number one investigative reporter, I too have been pursuing the story: my findings are quite astounding; Doug Cowie, no longer satisfied with his lot, has only one ambition – to be the next Bryan Ansell! (and I thought one was quite enough).

Night's Dark Terror
The first of yet another fantasy book trilogy is due out soon. Not content with debasing the already low standards of fantasy literature with the first *Dragonlance* novels, *TSR* are releasing *Dragonlance Legends, Vol 1*. This continuing saga (it goes on, and on, and . . .) is best compared to the work of Barbara Cartland (well, all the heroines' names end with an 'a').

Less alarming is *BX1* (*B10* in the USA), *Night's Dark Terror* (£7.95), a UK produced module from the usual *TSR* design team: it's bound to be spiffy. Intended as a link adventure between *Basic* and *Expert D&D* it's twice the size of a normal module (at 64pp), with extra maps and counters. Unusually perhaps for a *D&D* scenario it includes role-playing and PC/NPC interaction (combat, probably).

Also reputed to contain elements of role-playing – even more remarkable since it is a *TSR* (US) produced scenario – is *CM7, Tree of Life* (£5.50). This 'heavy' scenario is an adventure for elf characters who have to investigate what's killing their parent tree: my guess is that it's being pulped to produce this module.

TSR are intent on detailing New York bit by bit – or so it would seem from their *Marvel Superheroes'* products. *MHSP2, Secret Wars 2* (£5.95), adds more maps, updated character stats for those appearing in the comic books, and comes in two 32pp books, one of which is the scenario booklet. Those players who've dreaded ever seeing stats for The Beyonder wil have their worst fears realised – GROSS OUT!

Road to Nowhere
News from my *Game Workshop* spy network tells me that all the current staff on *White Dwarf, Warlock* and the *Good Games Guide* have refused to move to Nottingham to join the rest of the company; as a result they have been made redundant. Is this true? (*Yes. – ex-Ed.*) □

CITADEL JOURNAL

MAYHEM & ANARCHY...

Mayhem and anarchy were just two of the less esoteric ingredients used to brew the latest Spring 86 Citadel Journal. In fact, this brand new issue of our popular magazine is easily the most mind-wrenchingly potent piece of publishing ever to escape from a lead-lined coffin. I can't tell you the secret of creating such awesome power (this information is securely locked away in the Citadel Publication Crypt), but I can give you some hint of the soul-blasting and utterly abhuman results ....

A new selection of models featuring popular codes and a few surprises including fighters, undead, chaos ratmen, minotaurs, halflings, chaos dwarfs, slann, Judge Dredd and more. All new Citadel codes now feature extensive Warhammer descriptions and statistics with any special rules that apply.

The Vengeance of the Lichemaster - a Warhammer battle that can be played on its own or as an add-on to the latest Warhammer supplement The Terror of the Lichemaster. The vengeful necromancer Heinrich Kemler descends upon the monastic recluse of his enemy and rival magician Bagrian Master of La Maisontaal. However, unknown to the Lichemaster, Bagrian is already in deep trouble, for his monastery is under attack from other foes, the dreaded Skaven - chaos ratmen from the city of Skavenblight. This three-cornered game features descriptions for the GM and players, separate brief sheets for each player and complete Warhammer stats for all characters involved. The monastery of La Maisontaal and centrepiece of the battle is provided as a specially designed card model.

The Skaven - a feature-length article on Citadel's new chaos ratmen with a complete description of their different clans, special weapons and thoroughly unpleasant habits. Complete Warhammer stats and special rules are given, together with extensive rules on the use of associated magic.

Kaleb Daark continues his bloody quest in a further instalment of our incredible chaotic comic feature. Kaleb Daark, chaotic champion of the Renegade God Malal, is driven to the aid of the endangered goddess Arianka.

Citadel's latest plastic models are an inexpensive alternative to metal, especially suitable for forming large regiments for tabletop battles. We reveal a new plastic model, plans for further additions and tips on assembly and converting.

All the usual features including splendid colour and black-and-white artwork, more photos of new models, yet another competition and more!

CITADEL'S SPRING JOURNAL WILL BE AVAILABLE AT YOUR LOCAL RETAILER FROM 12TH APRIL. IN CASE OF DIFFICULTY CONTACT:
GAMES WORKSHOP, CHEWTON STREET, HILLTOP, EASTWOOD, NOTTINGHAM TEL.(0773)769731 OR
GAMES WORKSHOP U.S., 9110F RED BRANCH RD., COLUMBIA MD 21045, U.S.A. TEL.(301) 964 0262

£1.95 Post free in the U.K.

CITADEL MINIATURES

FOR ACCESS & VISA ORDERS RING THE MAIL-ORDER HOTLINES ON (0773)769522/760462

Labyrinthe
GOES UNDERGROUND IN LONDON

GET INTO REAL LIFE ROLE PLAYING NOW!

FOR FURTHER INFORMATION ON OUR ADVENTURES AND HOLIDAYS

CONTACT : THE PRESIDENT
LABYRINTHE CLUB
77 HINTON ROAD
HERNE HILL
LONDON
SE24 OHT

OR PHONE 0242 578909
OFFICE HOURS
01-274-9068
BOOKINGS

NO MEMBERSHIP FEE
£6 PER ADVENTURE

CLASSIFIED

All classified ads must be prepaid at the rate of £1.40 + VAT (@ 15%) per line, or part thereof, display ads £2 + VAT per line. On average there are six words (40 characters) per line. Please send copy and payment to White Dwarf *Small Ads, Games Workshop Design Studio, Enfield Chambers, 16-18 Low Pavement, Nottingham NG1 7DL.*

White Dwarf *regrets that it cannot be held responsible for financial transactions arising from small ads. Readers are advised to take appropriate precautions before parting with any money.*

Beware of low-flying rabbits. Issue 3 of *Sound & Fury*, a jolly good fanzine is now out and that says it all! Only 60p (including P&P) from James Wallis, Manor House, Little Bealings, Woodbridge, Suffolk IP13 6LL. Get it or get hit!

Quality 25mm fantasy figure painting service, from 45p, SAE details. Shaun Gratton, 5 Emmerson Place, Shiremoor, Newcastle.

Calling all live role-playing groups! I am compiling a free contact newsletter. Please send details of your group – ie numbers, facilities, etc or if just an individual write too – we may find you a local group! D Oliver, 9 Evenlode Rd, Solihull, West Midlands.

Traveller for Sale – rules, supps, adventures – worth £120 – all half price. Will separate. ☎ (0621) 772 954 (after 4pm).

For Sale *WD 1-12, 13-24* in binders. Offers. Wai-shing, ☎ (01) 868 0630.

Figure Alloy, easy melt, good detail. Always available. 10lbs £7 plus £2.70 postage. Makes 300 25mm figures. George Vicary, 4 Barton Green, Barton Hill, Bristol BS5 0AS. ☎ 557 165.

Glamdring fanzine. As not seen on TV. Only 50p from *Glamdring*, Four Seasons, Brigg Road, Barton-on-Humber, Sth Humberside.

Collector is selling *Marvel* and SF magazines going back to mid-sixties. Send SAE for list to Philip Howard, 90 Iverson Road, London NW6 2HH.

World of Firedark is a new PBM game with a *D&D* flavour. Set up, rules, newsletter and 4 free turns only £2. Future turns 75p. M Ellis, 1 Fallow Close, Nottingham.

Rage in Eden 3 for sex, drugs and good ol' rock 'n roll. 70p from Richard Mumford, 4 Alderson Sq, Harrogate, N Yorks. There's PBM and chat as well kids! Special offer: Ish 2&3 for £1!

For Sale *Powers & Perils + Tower of Dead* scenario £20, *Conan* £5, *Warhammer* £5, all as new. Also, wanted *DragonQuest*, offers ☎ (0563) 32760.

Tarot Cards and books, Incense, Magical Jewellery etc. Send SAE for free catalogue to *MAGUS*, 159 Lower Oxford Street, Castleford, W Yorks WF10 5AQ.

TAROT CARDS. Over 90 different packs. Full instructions, + books – magic, occult, earth mysteries, folklore, psychic teachings, astrology, hypnosis & much, much more! Colour catalogue £1 (refundable with first order). *The Tarot Workshop* (Department WD5), 17 Kiln Lane, Hadfield, Hyde, Cheshire SK14 7AU

PBM. *World of Chaos*. You assume role of Warrior, Wizard or Thief equipped to explore the 25,000 hex land where chaos rules. Start-up £1 +40p per turn. Send SAE to: *Gad Games*, Marland House, Poughill, Cornwall.

KOANCON '86

The gaming convention for *gamers!* Talks, films, competitions and much more. To be held at the University of Warwick (Coventry) on 22nd-24th August 1986. Residential membership £29.50, non-residential £9.50. To register, or for more information, write to *Koancon '86*, Elbereth, 123 Hollis Road, Stoke, Coventry CV3 1AG. Please make cheques payable to *Koancon*.

For Sale: 7 rolegames, 2 Boardgames + dice + 160 figures. £160 the lot, details from 14A Grosvenor Rd, Tunbridge Wells, Kent.

For Sale: *D&D* modules, rulebooks, *Warhammer*, scenarios, and many figures, painted and unpainted, inc. *Citadel Imperial Dragon*. Also figure painting service. Dave, ☎ (061) 795 4644.

For Sale: *WD 3,6-12,14-39,41-49, 5*(1979 reprint); *Dragon Vol I, 6, Vol II, 1; Different Worlds 25,26,28; RQ2* scenarios, supplements etc; Fantasy Games; *Warhammer* figures, *Forces of Fantasy*. Offers SAE R Lawrence, 7 Marpool Hill, Exmouth, Devon. ☎ 278 664.

For Sale: 495 fantasy figures, mostly *Citadel* and *Ral Partha*. Including dragons and demons etc, for details/offers ☎ Kilmarnock 23412.

Bored Sundays? Bored no more!

SPACE ODDITIES

Buy and sell new and used fantasy and science-fiction books and games. SAE for mail order list/fanzine.

Tuesday–Sunday 10am-6pm
Oddity's Market, 72/73 Chalk Farm Road, London NW1. ☎ 267 1666.

High Quality figure painting by artist. Send £2.50 for sample figure, details and price list. Pete Harrison, 46 Grosvenor Crescent, Warmsworth, Doncaster, Yorkshire DN4 9NL.

BBC Micro AD&D aid programs. *SNT's* Game Aid Program Suite (GAPS) for *AD&D* runs on a *BBC (B, B+, Master)* with disks. Full PC/NPC generation, characters saved for updating: level advancement, XP, followers, aging, brevet level, equipment, psionics. Also: spells, weapons, magic items, gems, treasure, encounters, combat, loyalty, personality etc. Manual (with technical section for user expansion) supplied. 200K of programs, expandable for *UA* and *OA*. Supports any printer (not needed). Price £11.95. Orders (state 40/80 track) or SAE for details to: *SNT*, 39 Baker St, Potters Bar, Herts.

BORIS. At the forefront of zinedom. Leading fandom towards the infinite reaches of the future. And being silly as well. 60p from Dave Murray, Winter's Grace, Tonbridge Rd, Ightham, Kent TN15 9AN.

Valhalla 86. Farnborough wargames society's annual convention will be held this year on June 21st. See Clubs column *WD75* for details.

For Sale. Complete *AD&D* set – *DMG, PH, MM, FF, MM2, D&D, UA, OA* + 20 modules, *WoG*, misc other modules and die. Cost £250+. Sell £125 ono. R Dando, 58 Richmond Rd, Cardiff CF2 3AT.

RCM, new zine. For 20-page No.1 send SAE plus only 25p to: Simon Ford, 43 Warner Road, London N8 7HB.

Dark and Sinister Figure Painting. Prompt, inspired & reasonable. Further info: 5 St James Close, Ruscombe, Reading, Berks RG10 9LJ.

New PBM. *Pegasus Games* present *The Tomb of Heptah*, a game of tactical skill and diplomacy. Discover magic items and unknown races as you lead your people in a desperate struggle to find an ancient artefact. For more details send an SAE to: *Pegasus Games*, Ponderosa, Church St, Merriott, Somerset.

ANDREW MILLER

Formerly of Gossops Green, Crawley. Please get in touch with the *Games Workshop* Design Studio, Enfield Chambers, 16-18 Low Pavement, Nottingham NG1 7DL, concerning the republication of your article: 'Stand by to Repel Boarders'.

HELP

Contacts, messages, non-commercial adverts (for free items only), wanteds and swaps may be advertised free up to 25 words. Longer ads will be charged in their entirety at £1.40 + VAT per line. If you are under 16, and wish to place an ad which involves people contacting you, then you should obtain the consent of a parent or guardian. A signature will be required as evidence of their consent.

Beware Howling Bear of Five Conifers, Steriofonix the Bard is still alive, and he's out to get you. Sir Psycho Skullsmasher XIV.

Wanted: the *Traveller* book, books 4-7, *Warhammer II*. Swap *Basic D&D, Bushido, Star Frontiers, T&T*. Contact: M Fanning, c/o 6 Daisyhill Park, Steelstown Road, Derry, N Ireland.

Ugbash Facesplitter and the nameless one are united – look out Skrimal the Sly and Rang Skullsmasher – the Chaotic One seeks your blood!

DM seeks extra players for *AD&D, MERP* etc. Male or female aged 15-18. Ross, ☎ (061) 439 8788 (Bramhall, south Manchester).

Two Males (14) looking for campaign adventure in Hartlepool/Seaton Carew area. Will travel. *D&D, Traveller, Cthulhu, MERP, Golden Heroes*. Ian, ☎ 78832.

Penpal Wanted! Are you female, British, around 20 and a fantasy gamer (*AD&D* preferred)? Contact Stan Johnston, PO Box 842, Yazoo City, MS 39194 USA.

Swap: *Champions, Bushido, Call of Cthulhu* and sourcebook for *DragonQuest* (hardback) and *Chivalry & Sorcery*. Contact Martin Wylde, 45 West Bight, Lincoln LN1 3BE. ☎ Lincoln 44938 (weekends only).

Tonyrefail. Mad orc bashers seek adventurers in the Tonyrefail district to unite for a FRPG bash. Contact Christopher Backway, 26 Maes-y-Bryn, Tonyrefail, Porth, Mid Glam CF39 8LA.

Hellfire! Lack of players for club in Tonyrefail and district. 14-18 years only. Enquiries to Gothràuik or Carazadig. 13 Pant-y-Seren, Thomastown, Tonyrefail, Mid Glam.

That's, ah say, *that's* the last you'll see of me. Elrod, last lord of a dying race is off to another métier – *job* that is!

Swap my *D&D Companion, Book of Marvellous Magic, XSOLO* and *FF/Grailquest* books for *MERP, Toon* or *Traveller* stuff. Jaime, ☎ (0222) 861 232.

A Small Group of *AD&D*ers, beginners, are looking for a few more players in their 20s/30s to join us on Sundays. ☎ Brighton 205 546.

C&S players/referees wanted to start campaign in Manchester. Mark Hymas, ☎ 795 0408.

RQ2 Wanted – will pay: *Trollpak* £20, *Snakepipe Hollow* £15, *Pavis* £15, *Big Rubble* £15. ☎ (0727) 39841 (after 7pm).

Are there Tolkien fanclubs producing an Elvish grammar book and dictionary? Also looking for *Treasure Trap* rules! Please contact: Markus Baur, Brahmsplatz 3/4a, A-1040 Vienna, Austria.

Beginner (14) wants to join an RPG club. Contact: Steven Miller, 17 Reed Street, Burnley, Lancashire, BB11 3LP.

So long, Tredmill Quink, you will be sorely missed! Surely now the whole band of adventurers will be rolling down the hill to disaster?

Frax Feather Flight seeks penpal. I play *Judge Dredd/Dragon Warriors*. Will try any others. I am 14. 4 Crediton Close, Northampton NN3 3AJ.

Hendlbe. I, Lord Bardon Tydrum, challenge you to a fight to the death – and this time no magic.

Blim Macewielder I love you, let's get together again and smash a few gnoll heads. Alganon Woundgiver I. PS Smasher says hi.

Carl Stanford – beware, I still live. You will die by my hands alone. I *wait* for that day. Harry Burlington.

Ragor and Taal have returned from Rockholme with Orfian. Kesta, watch your mouth! Ku-Kanar, you're still powerful. Intex and Acne – fight on!

Penpal Wanted, 12-15, either sex. I play/DM *D&D*. Will reply to all letters. Contact: Robert Jeffery, 82 Fieldend Road, London SW16 5SU.

Don't your dice roll properly? Do you have PC swords? Seppuku is the answer! PS Nimble, you ain't seen nothing yet!

Gotta *hand* it to you Tinesgal – you know when to get out! That's one in the *eye* for the Chaos Lord, eh?

German PBM on a fantasy world, now with over 100 players (non-profit) is looking for British players. Write to Wolfgang G Wettach, Österbergstr 2, D–7400 Tuebingen.

Wanted: penpal USA to exchange ideas, figures, books, rules etc. All periods especially fantasy. Ian Benson, 7 Braemar Avenue, Endyke Lane, Hull, England.

Mitrone the Dim, Othbin and rabble – watch your backs! – Aspiras Hawkeye.

Wanted Urgently! *WD 34,35,36,37*. £1 – £1.50 each. T Raphael, Cornaa, Peel Road, Douglas, Isle of Man.

Swap. *White Dwarf* issues *16,25,26,28-30, 32,33,35,41,44,54-57,62,64,73* (vgc). Anything considered. Paul, ☎ (0843) 32578.

Player (age 16) seeks responsible club. Will play RPGs, wargames (know *Diplomacy*), anything. Prepared to learn. Please contact N Drage, 50 Park Avenue, Rushden, Northants NN10 9NP.

Garelon, I, F,M-U,T, request pen friend, female/male, 13-15 yrs old. Please write to D Leighton, Stonyhurst College, Hurst Green, Nr Blackburn, Lancs BB6 9PZ.

Can you write? *Imazine* magazine requires intelligent contributions favouring a narrative approach to rolegames. Write to: *Imazine*, c/o 11 Waller Rd, London SE14 5LE.

Scarpa Con '86. Thanks to everyone involved. Next time it'll be bigger and better. See you August 30th and 31st. Mike, ☎ (0243) 823 006.

Beniador, may the gods shut your mouth, or feel the wrath of the svirfneblin race, Malachite's pick and Jasper's sword up your spinal chord. Jasper.

Firman! I'm not dead yet! I always did hate Indian food anyway! Januss Smith, SSS.

North Wales/Chester. 12 yr old *T&T/ Warhammer/MERP* player seeks other players/GMs. Please write to Jake Evans, 25 Borthyn, Ruthin, Clwyd.

Sex. Ah, got your attention. Player looking for a game, will play anything. Egham area (10 miles). Chris, ☎ Egham 36088.

Cthulhu scenarios *CotC, SoYS, AatW* swapped for *CoT*, any *RQ2* scenarios or will pay. Jon Farmer, 108 Dalston Lane, London E8 1NG.

Am I the last of the *AD&D*ers in Hereford? If not would the others make themselves known to me. Andrew, ☎ (0981) 250 126.

Penpal. 15 yr old, interested in *AD&D, Bushido, Traveller, MERP*, wants male/female penpal. Contact: Paul, 63 Arnold Rd, Eastleigh, Hants SO5 5AR. ☎ 6116 512.

Nuclear Powered DM/Player (17), six years experience of *AD&D, Traveller* novice. Seeks Bristol group of fellow dice slingers. Iain, ☎ (0272) 503 099 (after 5).

Swap 52 fantasy figures + *2000ADs* for *FF* books, fantasy posters, or any *D&D, MERP* or *RQ* games. Contact 61 Monk Mains Road, Haddington, East Lothian, Scotland.

Wanted. Players for *T&T, CoC* & *RQ* in Leytonstone area. Age 18+. Gary, ☎ 476 5047 Mon-Wed & weekends.

Desperate 15 yr old male gamer seeks attractive female penpal interested in *D&D, MERP* and heavy metal. Daniel Longdon, 24 Lower Lane, Chinley, Stockport, Cheshire.

Wanted. *Borderlands, Gateway Bestiary, Warlord* boardgame. Top prices paid. Dave, ☎ (01) 801 1872 after 7.30pm.

Wanted new style *DMG,PHB,MM,MM2* in good condition, reasonable prices paid. ☎ Dawlish (0626) 865 016.

Announcement: Estarin Karbad the Sindarin Mage scum and Melkior the Dorwinadan Troll pube are doomed. Signed Harba the Variag Helm eater and part-time orc.

Elf Lord seeks attractive Elf Lady of same age 13/14. Plays *D&D Masters*. Send photo. Luke, 21 Richlans Rd, Hedge End, So'ton, Hants.

Demented, mad, and desperate male (13), seeks ravishing female (pref. older), must have large properties, into *D&D (Immortals), Treasure Trap,* Heavy Metal and bonking. Sadly, I'm too embarrassed to print my name or number (well, wouldn't you be? What d'ya mean, you wouldn't?).

Wanted *AD&D PH* and *DMG* will swap for *RuneQuest3 Deluxe Edition*. Edgar, ☎ (061) 477 8616.

Watford Area. Wanted: players/DMs, *CoC, AD&D*, 14+, either sex, basic experience pref., will try other RPGs. Dave, ☎ (01) 950 1674.

Non UmBuumBulic Arch Mage (14, W London) required to instruct lesser mortals in the Arts of Id Insinuation. Anthony, ☎ 995 4769 (eves).

The Magus sez: 'He who thinks along narrow grooves papered with sterling, and rides roughshod over all in his way, deserves to spend the rest of eternity cringing to appalling mixed metaphorical aphorisms like this!'

Wanted. *Pavis, Big Rubble, CoPrax* and other *RQ2* items. Send offers to Sami Koskinen, Postilokero 51, 34801 Virrat, Finland.

AD&D in SW5. Players (18+) needed to explore Middle-earth, Krynn or Hell. Edward, ☎ 373 9309 (room 8) or write: Mr E Joffe, 29 Penywern Road, London SW5.

I am 16 and interested in playing/buying anything to do with *RQ2* and other FRPGs. You too? Then phone Robert, ☎ Buckingham (0280) 812820.

Wanted *White Dwarf issues 21-26* and *29*. Willing to pay excellent prices esp. if good condition. George, ☎ (061) 439 2158 after 6.

Squire Ive-a-hoe, can you self-heal? I hope so...I always thought it was *Sir* Tancred. Mike of the Wessex Sveiter.

Wanted. Experienced gamer seeks players and clubs in the Bury area. Can play most major games. Nick, ☎ Tottington 5933.

RPGer and wargamer seeks players or club in the Crayford area. Edmund, ☎ Crayford 529 804 between 5 and 7pm.

RIP. Hewdrix Masterbard of Invagil and his comrade Orc Fang Giant Smeeger Carnage Axe. We will fight until the Dark One is overthrown.

Norwich. Experienced (14) *D&D* DM needed to join players of 4th level *(What level are your characters? –Ed)*. Also experience in *MERP* and *Warhammer*. Olly, ☎ 58746.

Jason the Bell still hides. Beware Lord Velous, son of Mad Jim the Hoover, most noble of pure and divine blood. Get him Boss!

D Laing of Slamannan, you are one weird cookie! Elrod.

True God disciples fear not, your quest is not in vain, the loth spawn will be swept aside and the woman shall stand forth. Euan.

Polish Penpal. 11 yr old interested in tennis, football, English, stamps, comics, autographs and Lego. Please write to: Mariusz Brzoska, Czarna 11m2, Gdansk 80-270, Polonia.

Wallington Area, serious role-players and GMs, 18+, wanted to start running campaigns. Any system. ☎ (01) 773 0330.

Sewers blocked? Dwarf for hire, uncertain gender, various undesirable diseases, responds (eventually) to Grimbald Balfrog, competitive prices, contact Staras, current address Lankhmar. (Babyminding also.)

Aaargh! Wanted, American penpal. Female or male, 15+. Also, *WD 1-45* and *Citadel* miniatures. Contact Joel Charlton, 17 Point Road, Avening, Tetbury, Gloucs GL8 8LY.

Help! Adult male player seeks adventurers in Scarborough area, anything considered! Contact: D I Nassur, 25 Esplanade Gdns, Scarborough YO11 2AP. Thanks!

I'm 25, looking for a group in London. I play anything, prefer *AD&D*. Also wish to exchange by post ideas above 7th level. Paul, 3A Bargery Road, Catford, London SE6 2LL.

Wanted, penpal aged twelvish to swap ideas on *D&D, SF* and other RPGs. Contact Richard Allen, 1 The Cottons, Wellingborough, Northants NN8 3PD, England.

Sir Ivanhoe Dunadan, you stole my love – now I steal your life. Just keep watching over your shoulder. Signed Bane Ranger.

AD&D/D&D players and DMs wanted to help form a club in the Addlestone – Chertsey area. 18+, experience unimportant. Write to Hugh Perry, 12 New Court, Chertsey Rd, Addlestone, Surrey KT15 2EE.

American adult gamer wants to exchange games, gaming magazines, ideas with fellow gamers. Free list of available items. HM Levy, Box 197-WD, Eastmeadow, NY 11554, USA.

Do you? I want to swap *Striker* designs and *High Guard* ships, also ideas, with referees and DMs. Lars Thuring, Sadelmakarev 1, 24500 Staffanstorp, Sweden.

Penpal Wanted, male or female (14+) RPGer or PBMer in *CW, StarMaster* or *Saturnalia* Please write to: Lars Anderson, Ystarvägen 57D, 90262 Umeå, Sweden.

Gobrin seeks other RPG players of about 14 yrs old, in Northampton area. Contact:– Peter Hill, 4 Crediton Close, Northampton NN3 3AJ.

Swap. *GH* (good condition) for *Rangers of the North, Character Law* or *Middle-earth* guide and map. Good condition please. ☎ (0385) 889 147.

King (?) Richard. Saw your advert about horse. Sorry – right out. Will Spanish Prisoners do instead? Contact Rogo or Zama at Portly Pixie.

Sheelea the Slut of Southern California seeks quill-friends. Female, ½-elf and lonely. Write to Sheleea, PO Box 59032, Norwalk California 90652-0032, USA.

Amazonian Female (19) seeks penpals or gamers. Introduce me to the fun of RPG! Write to: Ms D Fieldhouse, 37 Lower Touches, Chard, Somerset TA20 1NY.

Gamer (18) seeks penfriends. Plays *AD&D, Traveller, CoC,* etc. Also into fantasy, sci-fi, and computers. Contact: Richard, 7112 Angus Drive, Vancouver, BC, V6P 5H4 Canada.

Samantha Pox congratulates Shanak the axe-wielding homicidal megalomaniac barbarian on his first Giant. Watch out *Pleps* the Murder and Arson brigade lives – coming soon to a town near you.

Ready for Adventure? Write to Carol, PO Box 59032, Norwalk California 90652-0032, USA. Get more of what you want from a penpal.

Resu Cigam would like to announce the death of the Wulf-pack. They will die in a tropical rain forest.

British gamer/model rocketeer (19) seeks correspondence with American/Canadian with similar interests. Hasan Salih, 30 Russell Gdns, Chelmsford, Essex CM2 8DB, UK.

Wanted. *RuneQuest 2* or *3, Oriental Adventures.* Offers £3 to £5? and/or fantasy gamebooks, magazines. Sam, ☎ (01) 733 1628 (6-8pm).

Rashid of Hornwood, King of Nerona, died early this morning. He was a great ruler, and will be sadly missed by his subjects.

Why are they always half-elven? I just don't get it. Aren't there any humans left anymore? How are we going to breed?

Sir, is the wagon satisfactory? My wages aren't – The Salesman.

AD&D DM seeks penpals to compare, share and enjoy. Ladies and gentlemen. Let the good times roll. Robert Dalvin # 162718, Rt 3, Box 2000, Hagerstown, MD 21740 USA.

Seek club, any RPG, experienced *D&D,* 13-16 yrs. Weekend preferred. Basildon area. Write: 104 Gobions, Basildon, Essex SS16 5AY.

Help! Trying to track down a copy of *SPI's War of the Ring.* ☎ (01) 960 7677 eves.

Help: Writers & Artists needed for a new RPG zine. For more information, send a SAE to: Dave Law, 3607 Utah Dr NW, Calgary, Alberta, Canada T2N 4A6.

Hobbits Anonymous. New RPG club starting in SE London. For information send SAE to Paul Johnson, 26 Longley St, London SE1 5QQ.

Resistance and rebels don't mix, so be careful; especially Demo and Simon as Harry's out there somewhere. And *no* James, you *cannot* have a centurion.

Wanted: original *Thunderwind* fanzines (pre-85). Will pay £20 for originals of issues zero to seven. Write to: Simon Kopath, 128 Union Terrace, Aberdeen.

Swap. *CoC 2nd edn* plus *Pursuit to Kadath* and *Trail of Tsath.* modules or pay cash for *Star Trek RPG* Deluxe (US) edition. For details, Dave, ☎ Ashington 854 790 (evenings).

Male (14) seeks female penfriend. Interested in Lovecraft, Computers and weregerbils. Write to: Antony Stobart, 30 Acton Lane, Chiswick, London W4 5ED.

Wanted. *Warhammer 2, Traveller Book.* Will swap *Star Frontiers, Bushido, Basic D&D.* Contact Martin Fanning, c/o 6 Daisyhill Park, Steelstown Road, Derry.

Wanted. Orcs, painted or unpainted. Please contact Stuart Haynes, 3 Timberly Close, Holbury, Hampshire SO4 1QE.

Help! Will anyone swap *Paranoia* for *RuneQuest2, Questworld, Duck Tower* and *Scorpion Hall.* Barry, ☎ (0502) 68474 after 6pm.

Grisz the Barbarian still lives, so Merrick (Kelly) had better start running. From Spud.

Palmer Eldritch: Your paranoia will be sorely missed. Byakhees will torment your soul no more! Long live Randolph Carter.

Mourn, if you have sympathy, for the last of the Catulla, a sensitive race finally made extinct by the murderous chaotic Viridi. Terry Nakis.

Paul, phone Dion, ☎ S-L-H 642 283 on the 28th.

Wanted. *Nomad Gods, Wyrm's Footnotes* (could swap for my *9-14), Cults of Terror, Caladra and Aurelion, Geo, WDs 22,24,26,29, RQ* material. Tim, ☎ (0344) 774409.

Vikings. Live in Birmingham? Want to learn to use steel weapons and fight in Viking Pageants? Contact Pete Haines, 2/35 Handsworth Wood Road, Birmingham B20 2DQ.

Lord Avalon! Send me your name and address! Your picture is getting mouldy. The Whipmaster, 96 Elfindale Rd, London SE24 9NW.

I, Montagular – Elven Overlord, sneer at the feeble orc attack on my fortress. Try again though, last time it was such good sport!

Dragonroar novice seeks penpal, any life level. Brian Turner, 16 Stockwood Rd, Stockwood, Bristol BS14 8HS.

Wanted: *MERP* or *Traveller.* I have *Gamma World* and *D&D Basic* to swap. Contact Paul Fishman, Rosemount Lake Road, Windermere, Cumbria. ☎ (09662) 3739.

Wanted. 15+, M or F, intelligent, sane-ish penpals. To discuss science fantasy, cinema and RPGs. Write to: Colin Sinclair, 25 Woburn Walk, Bangor, NI BT19 1QU.

FACO lives. He has requested an audience with Demon Druid Vecna!

Anglia. Role-Players and Games. Any clubs or gamers, for visits and opponents, contact: Phillip Mansfield, 21 Peckham St, Bury St Edmunds, Suffolk. ☎ BSE (0284) 702274.

Nouveau Fantasium needs articles, scenarios for any RPG. Free copy if published. J Leadbeater, Morrison House, Giggleswick, Settle, N Yorks BD24 0DE.

Stranded *GH* player seeks club/group in Watford/Harrow area, plays others but willing to learn. Contact John Peacock, 26 Rommilly Drive, Carpender's Park, Watford.

Villainous Fruitbat. Catch me (again) if you can. Kaleidoscope.

CLUBS

Notices are free up to seven lines length, if drawn up to the standard format (Location, Name, Games, Time, Place, Contact). Comments and extra lines cost £1.40 + VAT per line.

SWANSEA
Swansea Wargames Society
Games: *Warhammer, D&D, MERP,* other board games.
Time: Every other Sunday 2pm.
Place: St Philips Community Centre, Swansea.
Comments: Everyone welcome – alo Napoleonic, English Civil War and Ancients.
Contact: Tony, ☎ Swansea 587 008.

HALIFAX, WEST YORKSHIRE
Halifax Wargames Society
Games: Many RPGs plus boargames & wargames.
Time: Sat 1.30pm & Weds 7.30pm.
Place: Halifax Cricket Club, Thrum Hall Lane.
Comments: Age 17+, GMs welcome.
Contact: Tony, ☎ Halifax (0422) 833 795.

BISHOPTON, RENFREWSHIRE
Bishopton Wargames Association
Games: *Warhammer,D&D,AD&D,CW,ST* and others.
Time: To be arranged.
Place: Youth Centre (probably!'
Contact: Ross, ☎ 863 694.

LIVERPOOL
New Club
Games: *AD&D, D&D, FF, Dragon Warriors, Maelstrom, MERP, Call of Cthulhu, Battlecars* & *Talisman.*
Comments: Age 13-18, any sex, players only.
Contact: Lee, ☎ (051) 639 7381 (weekends).

BRADFORD, YORKSHIRE
Quest Science Fiction Club
Time: Monday 7.30pm.
Place: The Bridge Project, 40 Piccadilly, Bradford (2nd Floor).
Comments: Videos, Club magazine, artwork, music, creative writing. Sponsored by Michael Moorcock. Role-players welcome.
Contact: Simon Bromwich, ☎ (0274) 723863.

CORK
Chimera Dungeoning Club
Games: Most RPGs & wargaming.
Time: Saturday evenings, normally.
Comments: 2 years going, gamers 16 or over welcome.
Contact: Shane, ☎ 961 470. Or write to: Fergal Gaynor, Glen Road, Ballygarvan, Cork.

NEWCASTLE, TYNE & WEAR
Wallsend Adventure Role-Players
Games: Any FRPG
Time: Sunday 2-7pm.
Place: Walkerville Community Centre.
Comments: Over 16 only, beginners welcome.
Contact: Martin, ☎ Tyneside 262 5580 (after 6pm).

WIN A COPY OF CHRIS ACHILLEOS'S 'SIRENS'

White Dwarf has five signed copies of Chris Achilleos's latest compilation of artwork, *Sirens,* to give away as prizes in a special competition. Amongst the superb artwork featured in this book is the stunning illustration featured on the cover of this issue of White Dwarf – the poster from the film *Heavy Metal.*

All you have to do is paint or draw a picture based on the subject of 'Beauty and the Beast' – the title of Chris's last book. Your illustration should be no larger than A3 in size, and should be carefully packaged to ensure that it reaches us intact. All entries should be sent to *Beauty and the Beast competition, White Dwarf,* Enfield Chambers, 16-18 Low Pavement, Nottingham, to arrive no later than Tuesday 1st July 1986.

The competition will be judged by Chris Achilleos himself, who will award prizes of signed copies of *Sirens* to the artists of the five entries which he feels most aptly capture the spirit of the subject, Beauty and the Beast. These winning entries will also be published in *White Dwarf* at a later date.

All entrants wishing to have their illustration returned to them after the competition is over should enclose an SAE large enough to contain their entry.

The hardback edition of *Sirens* presented as prizes in this competition are published by *Dragons World/Paper Tiger* (£12.95) in June.

KJC Games, Britain's leading Play By Mail company, introduces to you our new Play By Mail game of Xenophobia, Conquest, and Space Warfare called...

CAPITOL

BRITAIN'S MOST ADVANCED COMPUTER MODERATED PLAY BY MAIL GAME...AN EXCITING NEW GAME

AWARDS
'CAPITOL'
BEST NEW PB.M. GAME
FOR 1985
& BEST SCI-FI GAME
FOR 1985
'EARTHWOOD'
BEST TACTICAL/STRATEGIC
PB.M. GAME
FOR 1985

Capitol features -

- A strategic space warfare game, completely computer moderated.
- Approximately 35 players per game.
- Players design their own race's characteristics and description.
- Construct bases on your planets for protection and production.
- Design your own starships and build them at your star bases.
- Expand your empire and conquer other races.
- An 'advanced stage' of the game introduces new technologies of stargates and improved ship movement capabilities.
- Capitol's simplified order formats are easy to remember. No coding your orders onto computer cards or other gimmicks.
- Capitol has an easy to understand rulebook, complete with numerous examples.
- Capitol was subjected to the largest playtest of ANY commercial PBM game. Over 100 players played over 1500 turns of Capitol prior to release.
- Runs on an IBM PC, using 512K.

"Capitol is fast becoming the standard against which other space warfare games are compared."

- With each rulebook you receive a set of overlays to use in mapping the game and moving ships.
- Mapping Capitol is extremely interesting, using the computer printed maps you receive with your turn results.
- No due dates. Capitol allows you four turns per month. Most other computer moderated games have the usual one turn every two weeks.

KJC Games has been running Play By Mail games for about five years now and our reputation for giving good, exciting games and a first class service is second to none. Our team of professional Gamesmasters will usually reply to your turn within 48 hours.

Readers in North America should write to Adventures By Mail, PO Box 436, Cohoes, NY12047, for information on Capitol.

EARTH WOOD

25 players compete to be the ultimate ruler by controlling all the developed cities, either singularly or with an alliance. A typical game will last about 18 months, with the first knockouts usually starting after six months. Each player is either a king of a fantasy race or a powerful charismatic character. You can recruit trolls, wildmen and control powerful creatures such as dragons. Your characters will capture and control cities, upon which you can spend gold to improve security, workshop production, defences, and maintain and enlarge your army. With gold, your wizards undertake magical research. Spies search out enemy strongholds and then attempt acts of sabotage, theft and assassination. These are just a few options available to a player in Earthwood. Earthwood is computer moderated but the turn sheets and replies are written in plain English. No need to look through complex charts and code books to understand this game.

ASIMOV'S WORLD

Europe's most popular Play By Mail game - the fantasy campaign game with over 1,000 player parties already participating. To enter, send £6.00 for rules, setup, first three turns and copy of latest newsletter. Further turns £1.75 each.

NEW

CAPITOL

To enrol in Capitol send a £6.00 cheque/PO/International Money Order payable to KJC Games. For this you will receive the rulebook, setup and first two turns. Each turn of Capitol costs £1.75 for the first 60 orders. Each additional 30 orders costs 75p. European players are welcome.

EARTH WOOD

To enrol in Earthwood send a £5.00 cheque/PO payable to KJC Games. For this you receive the rulebook, setup and first three turns. Future turns are £1.50.

KJC GAMES

Send to: **KJC Games, PO Box 11, Cleveleys, Blackpool, Lancashire FY5 2UL**

Welcome on - (0253) 866345

Access BARCLAYCARD VISA

Going Underground

only £3.50

DUNGEON FLOOR PLANS 1

Every conscientious Gamemaster knows that Games Workshop's extensive range of Dungeon Floor Plans are the ideal aid for serious gaming. Now, after years of sterling service, the original DFP1 set is being retired. In its place we have the brand new full-colour Dungeon Floor Plans Set 1 from David Andrews. This new set provides everything a GM requires to simulate an underground adventure.

Contains 12 sheets of A4 full-colour card floor plans;

- **4 sheets of stone/dirt flooring for passageways**
- **2 sheets of stone/dirt flooring with puddles, slimes, and blood splats**
- **2 sheets of flagstone flooring for rooms**
- **1 sheet of flagstone flooring with molds, rubble and general gunge**
- **1 sheet of flagstone flooring with special dungeon features**
- **1 sheet of stone staircases; straight and circular**
- **1 sheet of wood features; flooring, doors, furniture, bridge ....**

GAMES WORKSHOP

From all good games shops or post free in the U.K. from GAMES WORKSHOP MAIL ORDER, CHEWTON STREET, HILLTOP, EASTWOOD, NOTTINGHAM. North American customers contact GAMES WORKSHOP U.S., 9110F RED BRANCH RD., COLUMBIA MD 21045; U.S.A. TEL.(301) 964 0262

FOR ACCESS & VISA ORDERS RING THE MAIL-ORDER HOTLINES ON (0773)769522/760462

Dragonmeet 86

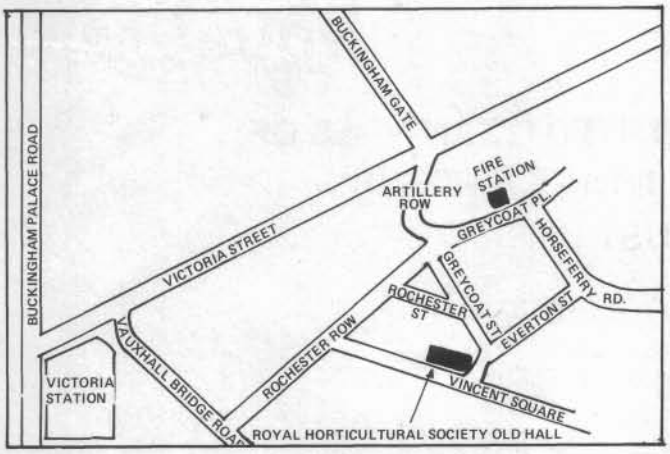
THE CHAOS DEATH ROADSHOW IS COMING TO LONDON ! SATURDAY 10th MAY 1986

This year's third Dragonmeet is in London, with trade stands, competitions, participation games, live combat, lectures, discussions, slide shows, and much more.

The venue is the Royal Horticultural Society's Old Hall, Vincent Square.
The event starts at 10am and continues throughout the day. Entrance £1.00.

Future Dragonmeets include:

Sheffield	8th June 1986
	Sheffield University Octagon Centre
York	To Be Announced
Nottingham	To Be Announced



Our new Conventions Organiser is SEAN NOONAN. He is based at our Head Office :

Games Workshop Ltd
Chewton Street
Hill Top, Eastwood
Nottinghamshire NG16 3HY
TELEPHONE : (0773) 769731

Please contact him for information about Dragonmeets and Games Day.

RIEDER'S AXE

Leicester's specialist.

OPEN: TUES-SAT, 9·30-1· & 1·30-5·30

FOR

ADVANCED DUNGEONS & DRAGONS. ALCHEMY METAL-WEAR. CITADEL. DUNGEON DWELLERS. D&D. AVALON HILL. MAGAZINES. DICE. TORCHLIGHT. SQUAD LEADER. AMBUSH. MIDDLE EARTH. OSPREY. BATTLES, UNIFORMS & WEAPONS BOOKS. WARHAMMER. TRAVELLER. GDW. VICTORY GAMES. CALL OF CTHULHU. RUNEQUEST. ROLE-AIDS. GRENADIER. IRON CROWN. STAR TREK. AFTERMATH. TUNNELS & TROLLS. WRG. CAR WARS. CRY HAVOC. PLAKA PAINTS. DUNGEON FLOOR PLANS. TSR. MOROW PROJECT. TORTURED SOULS. CHIVALRY & SORCERY. STEVE JACKSON GAMES. FIGHTING FANTASY. BUSHIDO. FGU. GIBSONS. DUNE. FANTASY JIGSAWS. ROLEMASTER. HARN. BLANDFORD. POITER HEAVY METAL BADGES. SPORTS, BUSINESS & LEISURE GAMES. SIMCAN. TRADITIONAL GAMES. SSG. SKYTREX RULES. TABLETOP GAMES. STANDARD GAMES. SPACE OPERA. ARTISTS MATERIALS. JUDGE DREDD. SCI-FI BOOKS. FANTASY ART BOOKS. PRINCE AUGUST. JUDGE DREDD. GOLDEN HEROES. MARVEL SUPERHEROES. MAYFAIR GAMES. LASERBURN. & MUCH MORE.

Rieder Design Ltd.
5 Braunstone Gate, Leicester.
telephone (0533) 549182

THE GAMESMASTER

SCOTLAND'S PREMIERE HOBBY STORES

EDINBURGH
13 Forrest Road,
Edinburgh EH1 2QH
Tel: 031 226 3354

GLASGOW
536 Great Western Road,
Glasgow G12 8E2
Tel: 041 334 1583

YOUR GATEWAY TO ADVENTURE

Midland Games Centre of Coventry & Warwick.

LARGE SELECTION OF GAMES AND MINIATURES

- PERSONAL SERVICE
- STUDENT (NUS) DISCOUNT
- SECOND – HAND GAMES

COVENTRY 9.00 – 5.00
WARWICK 9.30 – 5.30
CLOSED THURSDAYS

SHAMBLES PARADE
21 HALES ST.
COVENTRY.
Tel. 24612 & Games.

UNIT 8, THE KNIBBS
SMITH ST.
WARWICK.
Tel. 401104.

WHITE DWARF BACK ISSUES !

YOUR VERY LAST CHANCE !

LIMITED QUANTITIES OF VINTAGE WHITE DWARF JUST UNEARTHED !

ISSUES AVAILABLE

41	50	51	52	53
54	55	61	62	64
65	66	67	68	69

ANY ISSUE 95p

TEN COPIES OR MORE POST FREE – UNDER 10 65p P&P

33% EUROPE – 55% OVERSEAS

Make all cheques payable to Games Workshop Ltd

MAIL ORDER

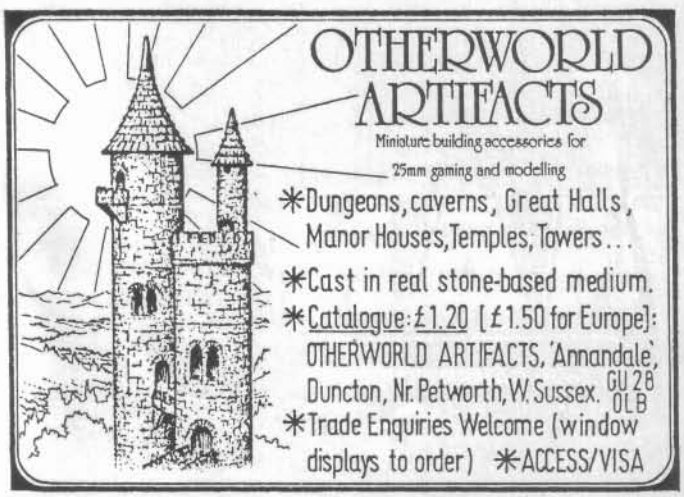
THE NEW GAMES WORKSHOP
CHEWTON STREET, HILLTOP, EASTWOOD,
NOTTINGHAM, NG16 3HY United Kingdom
☎ (0773)769731/769522

WHITE DWARF BINDERS £4.50 EACH
EACH ONE HOLDS 12 ISSUES

Send your orders to:
Games Workshop Mail Order,
Chewton Street,
Hilltop,
Eastwood,
Nottingham NG16 3HY.

or ring (0773) 769731
for Credit Cards/Enquiries

SEND SAE FOR FULL LIST OF TITLES



SPIRIT OF ADVENTURE

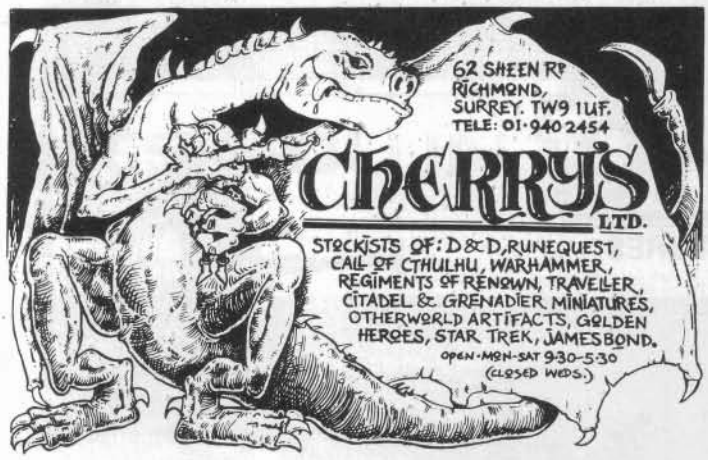
REAL LIFE ROLE-PLAYING IN THE NORTH-WEST OF ENGLAND

Send SSAE for booking form & details

NOW!

To: Steve Gibson/Steve Turnbull, 1 Scarisbrick Rd., Burnage, Manchester, M19 2BT

The Quest Continues...
TALISMAN, the classic fantasy boardgame, is back in a stunning second edition - now with full-colour cards to create even more atmosphere for adventurers everywhere.
And available at last to all TALISMAN addicts - the TALISMAN EXPANSION SET. More characters, spells, objects and events to make TALISMAN even more of a challenge. Seventy new cards altogether, plus a FREE poster of the fantastic new cover artwork!
TALISMAN
TALISMAN and the TALISMAN EXPANSION SET from GAMES WORKSHOP.
Available now from all good games shops, or send SAE for full mail order details to:
Games Workshop/Citadel Miniatures Mail Order, Chewton St, Hilltop, Eastwood, Notts, UK;
or: Games Workshop US, 9110F Red Branch Rd, Columbia, MD21045, USA.



NOT JUST STAMPS
17/19 Crendon Street,
High Wycombe, Bucks.
Tel: (0494) 41717

Open Mon-Sat 9.30am-5.30pm
Closed all day Wednesday

STOCKISTS OF ALL FANTASY & WAR GAMES – CITADEL, RAZ PARTHA, & GRENADIER MINIATURES.

Discounts for clubs, and player contact board.

THE SPECIALIST GAMES SHOP

Gauntlet Games

2 Bell Street
Wellington
Telford
Shropshire
Tel. (0952) 51811

WE CARRY A LARGE AND GROWING SELECTION OF CURRENT BOARDGAMES

We stock a wide choice of figures for the Fantasy and Wargamer by Citadel, Grenadier, Asgard, Essex, Corvus, Minifigs, Hinchliffe and others.

PLUS

Skytrex 1/300 micro tanks, Naval, Gallia buildings, Torchlight Dungeons — Plus much, much more!

Open Mon-Sat 9.00am — 6.00pm. Closed Wednesday
Mail Order Welcome

Hobbyhorse

FOR THE FINEST RANGE OF FANTASY ROLE-PLAYING GAMES IN THE COUNTRY
—Special offers always available—

Citadel, Essex, Denizen, Grenadier Miniatures
—thousands in stock, Prince August Moulds,
Playing Aids & Accessories etc.

95 Newark Road, Bracebridge, Lincoln.
Tel: 0522 42566

RAMPAGE GAMES

FROM THE MOUTH OF HELL !: – is a totally new kind of fantasy campaign, offering extraordinary player-interaction and innumerable options from the very beginning. It brilliantly combines fantasy war-gaming, diplomacy and trade with magical role-playing adventure.

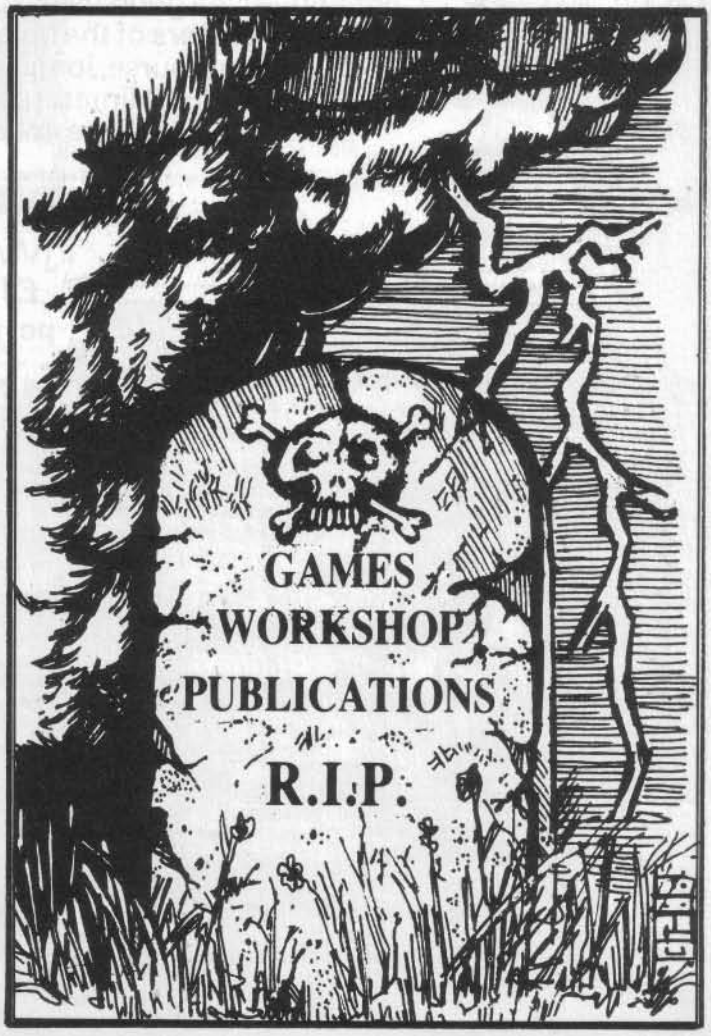
Each game contains thirty to sixty players in an epic struggle of good against evil in which thirty settlements vie for power; military, political and magical. Each of these is controlled by a player-character with his/her chosen clan race of Humans, Elves or dwarves. Many battles occur for possession of the valley's great wealth; precious metals, and mineral deposits, ancient treasure troves and a legendary stone of awesome, uncanny power.

Into the 'peaceful' valley spew the hordes of the evil Dark Lord: Orcs, Kobolds and Trolls, each clan of which is also controlled by a player-character. For the settlements in the valley the bloody pursuit for power and wealth suddenly becomes a desperate battle for survival . . . . .

The complete set up for FTHOH is only £3.50. Further turns are a mere £1.00.

FOUR FREE TURNS are included with the set-up cost in ALL of our games.

RAMPAGE GAMES, 37 BEECHWOOD, WOODLESFORD, Nr LEEDS, WEST YORKSHIRE, LS26 8PQ

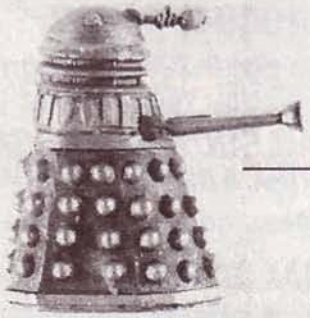


EXTERMINATE EXTERMINATE !!!!!!

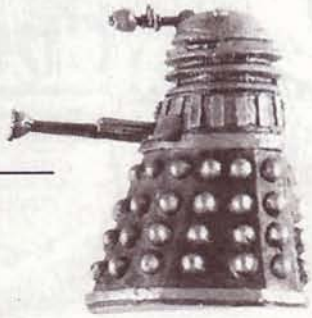
THE DOCTOR WHO

MINIATURES

DW3 DALEKS (2)



DALEK



DALEK

ICE WARRIOR

3RD DOCTOR

DW5 ICE WARRIORS (3)

DW1 THE THREE DOCTORS

ICE LEADER

2ND DOCTOR

ICE WARRIOR

1ST DOCTOR

Yes! Citadel's new range of Dr Who Miniatures boasts Doctors, Time Lords, Ice Warriors and Daleks with a further promise of more to come at an advanced point of the current spacio-temporal continuum. All good news for devotees of the famous time traveller, players of the splendid role-playing game from FASA and, of course, loonies with a thing about telephone boxes. Dr Who Miniatures are in your shops now, look out for the special blister cards.

THESE MINIATURES ARE SHOWN LARGER THAN LIFE SIZE

£1.95 per pack

The Doctor Who role-playing game from FASA is a meticulously researched and carefully produced game bringing together the entire Dr Who mythos for novice Time Lords. Copiously illustrated throughout with stills from the TV series as well as attractive line-drawings, this game has already proven a winner with serious role-gamers and Dr Who fans alike.

- **The Players Manual**. Giving rules for character creation, skill use, abilities, and a complete combat system. A glossary of game terms is thoughtfully provided.
- **Games Operations Manual.** Tells you haw to set up games and present your adventures. Demonstrates the creation of non-player characters, villains, new worlds and alien creatures. Gives full rules for governing the players, time travel and use of special equipment.
- **Sourcebook for Field Operatives.** Provides a fascinating Time Travellers' Handbook, the informative Tardis Operator's Manual, indespensible Visitors Guide to Gallifrey, description of the various equipment and thorough background information on The Doctor, his companions. The Master, Daleks, Cybermen, Sontarans, etc ....

THE DOCTOR WHO ROLE PLAYING GAME

£14.95 POST FREE IN MAINLAND U.K.

Available from all good Game Shops or direct from: Games Workshop, Chewton Street, Hilltop, Eastwood, Nottingham
US customers contact: Games Workshop U.S. 9110F Red Branch Road, Columbia MD21045, U.S.A.

Mail order charges
U.K. BFPO & EIRE: add 65p P&P Orders over £10.00 POST FREE
Overseas: add 33% P&P (minimum £1.00). Payment should be by cheque or money order made payable in pounds sterling.

Dr Who Miniatures are produced under license from the FASA Corporation and are designed for use with the Dr Who Role-Playing Game.
© FASA Corporation 1986

Dr Who © BBC 1986

Daleks © Terry Nation 1986

CITADEL MINIATURES

VISA **FOR ACCESS & VISA ORDERS RING THE MAIL-ORDER HOTLINES ON (0773)769522/760462**

BATTLETECH™

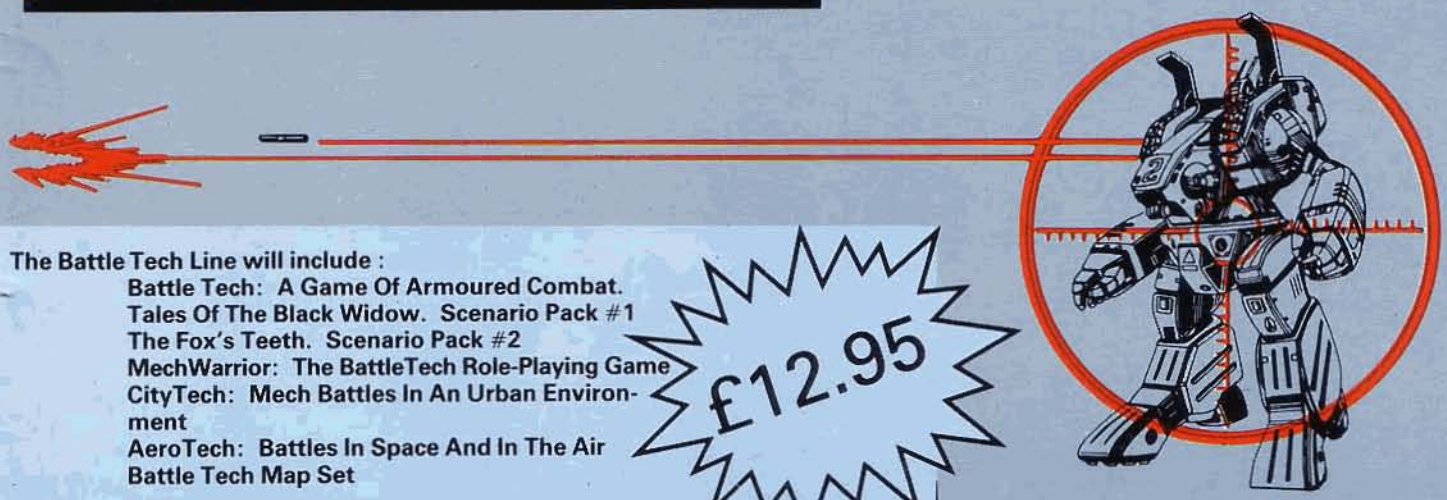
PUTS YOU IN THE DRIVER'S SEAT.

Experience life inside a 30-foot tall, 80-ton BattleMech. And if you think that's tough, wait 'til you get out of your walking tank and have to survive in the not-too-friendly 30th century. This BattleTech rules supplement provides the rules to role-play MechWarriors. Detailed rules show exactly what technology has been lost by the Successor States and what kind of equipment is still being built. Character generation, personal combat rules, equipment lists, and additional BattleTech history fill out this supplement. Also included are color illustrations of the uniforms and equipment used by the more prominent personalities and Houses.

Sections Included:

- Character Creation for MechWarriors and AeroSpace Fighter Pilots
- Personal Weapon Systems
- Communication Equipment
- Medical Equipment
- Hand-to-Hand Combat
- Personal Ranged Combat
- Explanation of Interstellar Travel
- The Use and Misuses of Dropships
- Campaign Rules
- Planetary Creation Rules
- Successor States Politics
- ComStar

Plus 12 pages of full-color illustrations of uniforms, vehicles, and equipment. Also included is a full-color 22" x 17" map of the Successor States.



The Battle Tech Line will include :

Battle Tech: A Game Of Armoured Combat.
Tales Of The Black Widow. Scenario Pack #1
The Fox's Teeth. Scenario Pack #2
MechWarrior: The BattleTech Role-Playing Game
CityTech: Mech Battles In An Urban Environment
AeroTech: Battles In Space And In The Air
Battle Tech Map Set

£12.95

EXCLUSIVELY DISTRIBUTED IN THE UK BY

GAMES WORKSHOP

FASA Corporation • PO Box 6930 • Chicago, IL 60680

FOR ACCESS AND VISA RING THE
MAIL-ORDER HOTLINE ON (0773) 769522

FASA CORPORATION

BattleTech, MechWarrior, CityTech, and AeroTech are trademarks of FASA Corporation.
All rights reserved.

FINAL

DAILY BUGLE

25¢

Morning EDITION

THE PICTURE NEWSPAPER

TUESDAY, FEBRUARY 4, 1986

MARVEL SUPER HEROES™

THE HEROIC ROLE-PLAYING GAME

The MARVEL SUPER HEROES™ role-playing game.

Your chance to be Spider-Man, Captain America, the Hulk or any of the other fantastic Marvel characters.

Easy to understand rules.

The largest range of accessories for any superhero role-playing game.

And all from TSR, the DUNGEONS & DRAGONS® people.

Tomorrow you could be making the headlines...

The MARVEL SUPER HEROES game is available from better games shops or, in case of difficulty, contact:

TSR UK Limited
The Mill
Rathmore Road
CAMBRIDGE CB1 4AD

MAYOR'S VISITORS ARE NOT CANNIBALS

By the Bugle Staff

Blah, blah blah, rhubarb, blah, rhubarb, blah, allegations hotly denied, blah, rhubarb.

Rhubarb, blah, rhubarb, blah, blah, blah,no policemen missing after being assigned, blah, blah blah, rhubarb, [illegible] blah, bl[illegible]

Blah, blah blah, rhubarb, blah, rhubarb, blah, no truth whatsoever, blah, rhubarb.

Rhubarb, blah, rhubarb, blah, blah, blah,Mayor's department suffered minor food-poisoning, blah, blah blah, rhubarb, blah, rhubarb, blah, blah, blah, blah, harrumph, blah, rhubarb-blah, lobster thermidor blah, blah blah, rhubarb, blah, rhubarb.

Blah, blah, blah, blah, harrumph, blah, rhubarb-blah, no proof of misbehaviour blah, rhubarb, blah, blah, blah, blah, harrumph, blah, [illegible]rb-blah, Civic reception cancell[illegible]

SPIDER-VIGILANTE

Editorial By
J. JONAH JAMESON

Recently, one issue has taken over the headlines and front pages of this city's newspapers. Television and radio news casts seem obssessed with the controversy, politicians steer away from it as if it were the plague. I am referring, of course, to the subject of vigilantism.

The approach of most of the tabloids and news departments are taking is that of the "New Right" or conservative movement that is making itself known in this country by way of individual acts of vigilatism. The trend toward accepting vigilantes started years ago, and started in this very city. We have had vigilantes roaming our streets since then, posing as costumed crimefighters. But are they crimefighters, or are they power-hungry anarchists who thrive on their ability to be judge, jury and, sometimes, executioner all at once? This is the beginning of a twelve part editorial series covering the subject of vigilantism and those who use it in the guise of heroism. We will be looking at heroes who have been branded vigilantes in the past, but have proven time and time again that they serve and protect the city and the country; heroes such as the Avengers under government supervision. We will also look at the growing fear of mutants and whether they should be allowed to exercise their powers unregistered and uncontrolled. But, for the first two installments of, we will look at a costumed hoodlum

(editorial continued on page 4)

"...as much threat as protection to our people."

COURT BUILDING TO BE REDONE

By Julie Laskin
of the Bugle Staff

"Battered, worn, and ready to collapse," is how Judge Martin Miller recently blah, blah blah, rhubarb, blah, rhubarb, blah, jovial mood in the Criminal Courts building, harrumph, blah, rhubarb.

Rhubarb, blah, rhubarb, blah, blah, blah, 50 trials involving villains with enhanced powers, blah, blah blah, rhubarb, blah, rhubarb, blah, blah, blah, blah, harrumph, blah, [illegible]rb-blah, new judges' chambers

MARVEL SUPER HEROES and all Marvel character names are the trademarks of the Marvel Comics Group, a division of Cadence Industries.
DUNGEONS & DRAGONS is a registered trademark of TSR Inc.
©1986 TSR UK Limited.

AIRPORT SECURITY TIGHTENED

By Max Sterling

UPA

UPA journalist Max Sterling has disc[illegible] that officials at New York's